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PlayStation™

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SURVIVAL GUIDE


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LEON

R.P.D.

NEXT...

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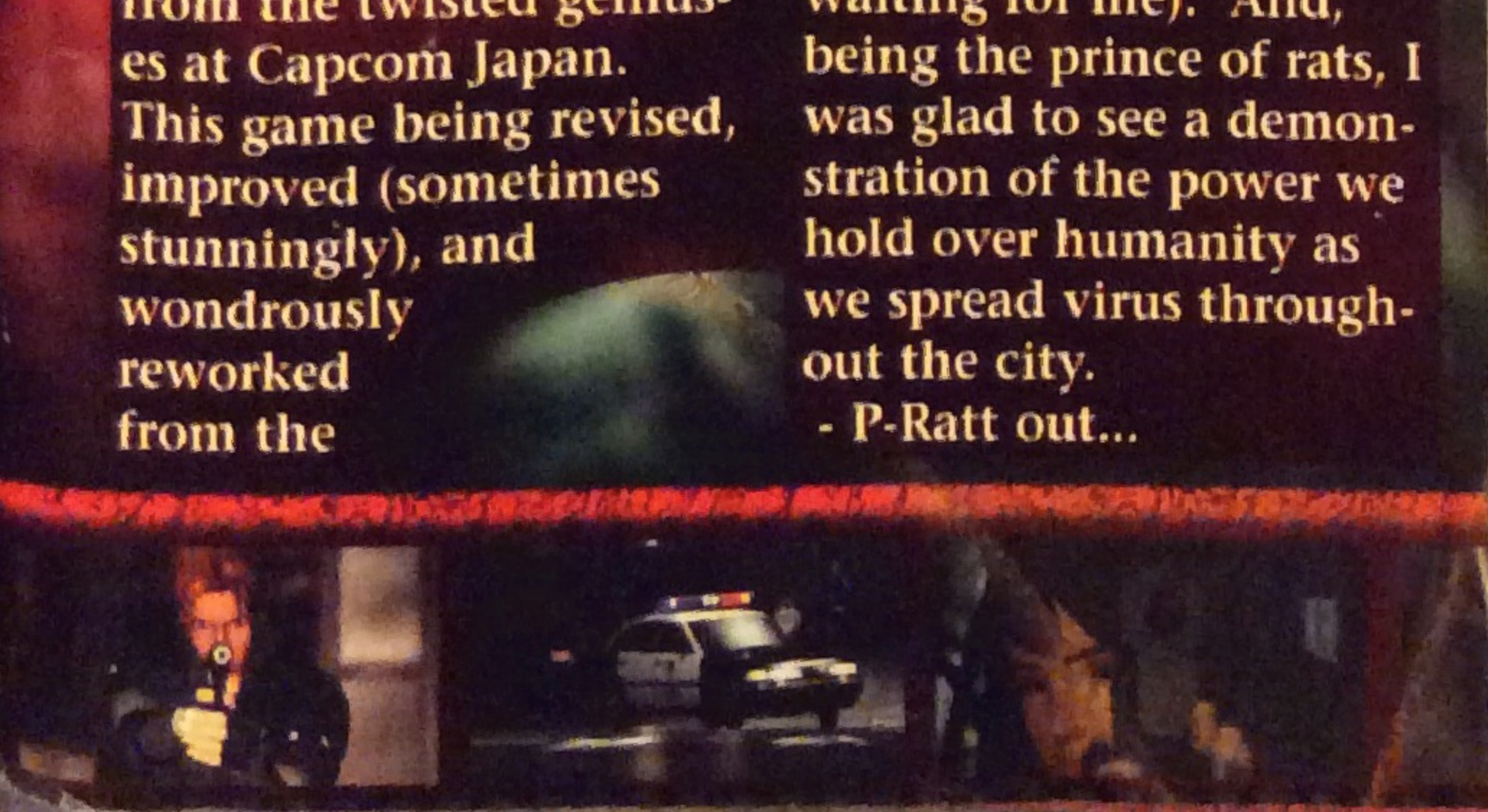
ED-ZONE

Wiping the smoldering flesh off my exhausted shoulders, and tearing a piece of cloth that is barely still attached to my uniform to use on my grimacing face, I finish my recovery after the most necrotic nightmare I've enjoyed enduring. The Raccoon menace is over for the moment, but the moans of mangled, maggot-meat monsters still fails to completely fade away from the ambient aura arresting this savagely abused city.

Alliterations aside, this book has been an adventure form start to the pustule-popping end. No game has gone through this much detailed and painstakingly planned production as this two year+ creature-filled creation from the twisted geniuses at Capcom Japan. This game being revised, improved (sometimes stunningly), and wondrously reworked from the time I began my enlightening and exasperating experiences with Leon. Many changes, all for the better, were hammered out at the wee hours of the night as we tried to make the fast approaching deadline (maybe I should have chosen a different word...).

The CG intro and other animations were welcome rewards for our weary brains, and a new excitement entered the offices when the first version with these arrived. The other writers and myself felt privileged to witness this game before the general public, and we look forward to playing the games we didn't write for (all of Claire is waiting for me). And, being the prince of rats, I was glad to see a demonstration of the power we hold over humanity as we spread virus throughout the city.

- P-Ratt out...



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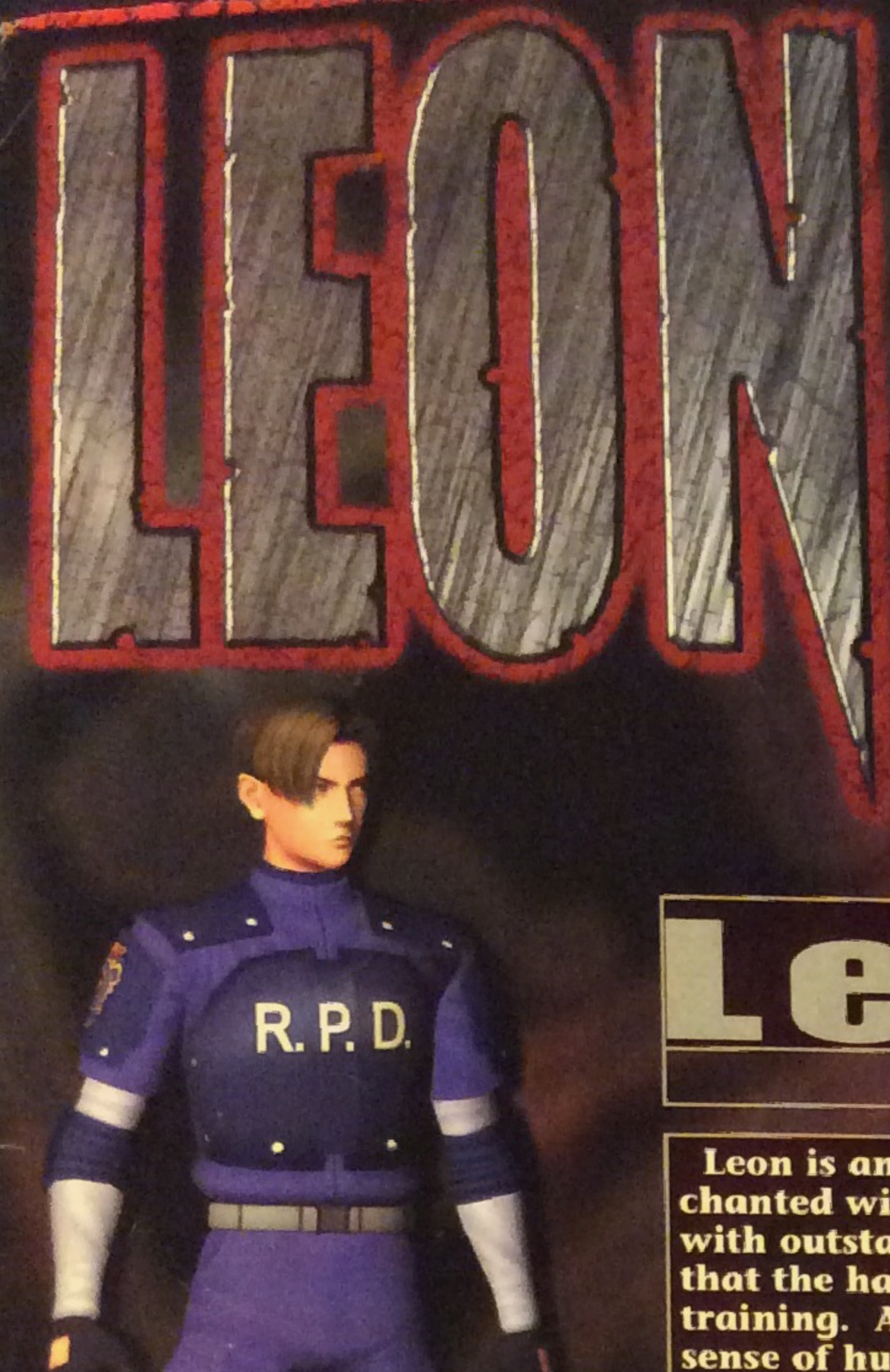
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LEE, MOM & DAD, & THE ENTIRE GAMEFAN STAFF

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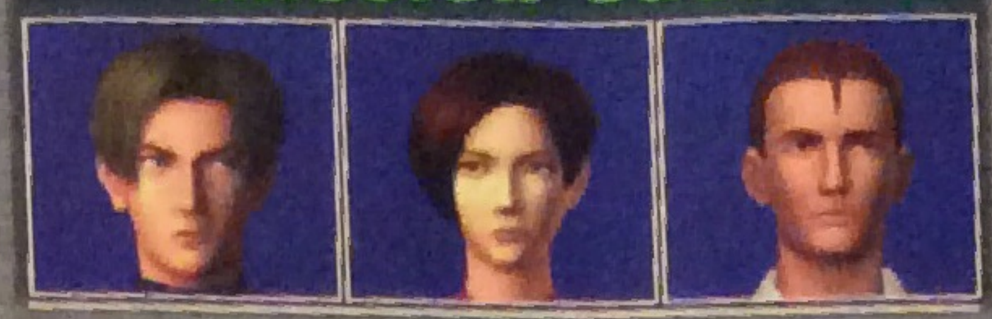
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MADE IN THE USA

LEON



Mission Cast



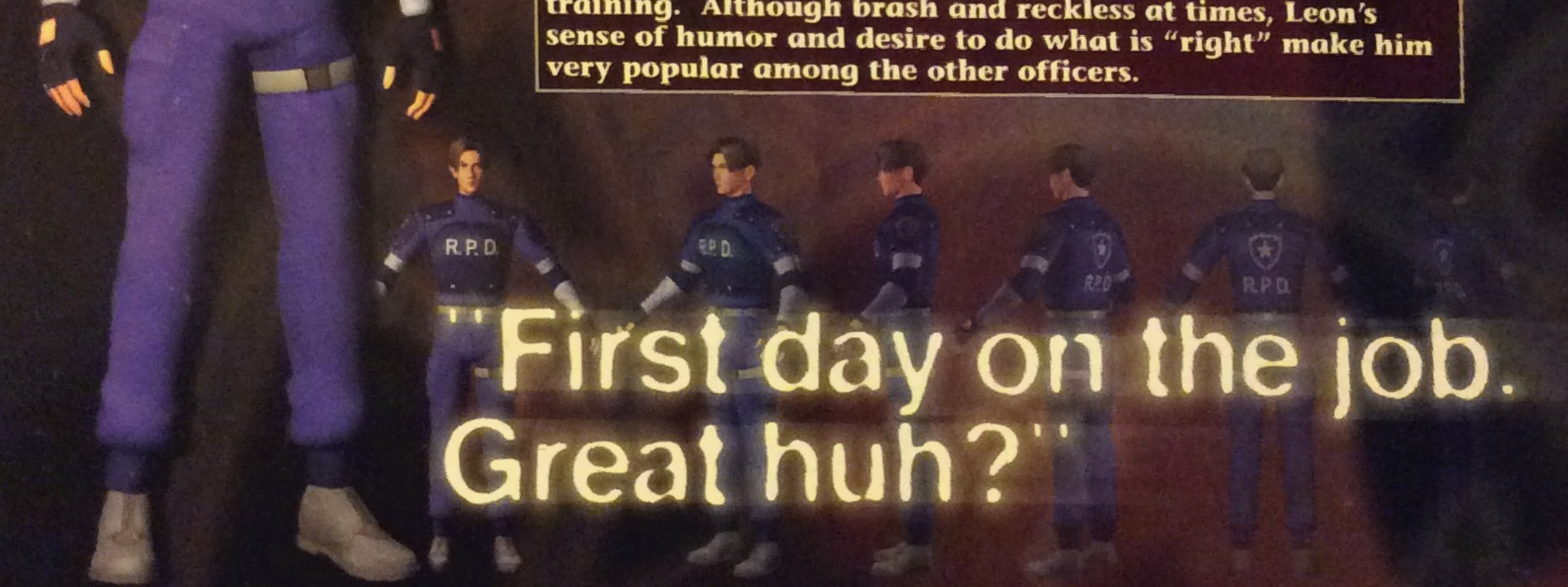
and Annette Birkin

These Mission Cast pages will give you, the religiously devoted reader, a deeper insight into the interesting and adventurous lives of the power players in this historic horror story you're about to play the lead role in.

Leon Kennedy

THE ROOKIE COP

Leon is an idealistic, rookie cop quickly becoming disenchanted with the system. He graduated from the Academy with outstanding credentials, but he's about to find out that the harsh realities of the real world differ from his training. Although brash and reckless at times, Leon's sense of humor and desire to do what is "right" make him very popular among the other officers.



"First day on the job. Great huh?"

Annette Birkin

THE LONELY SCIENTIST

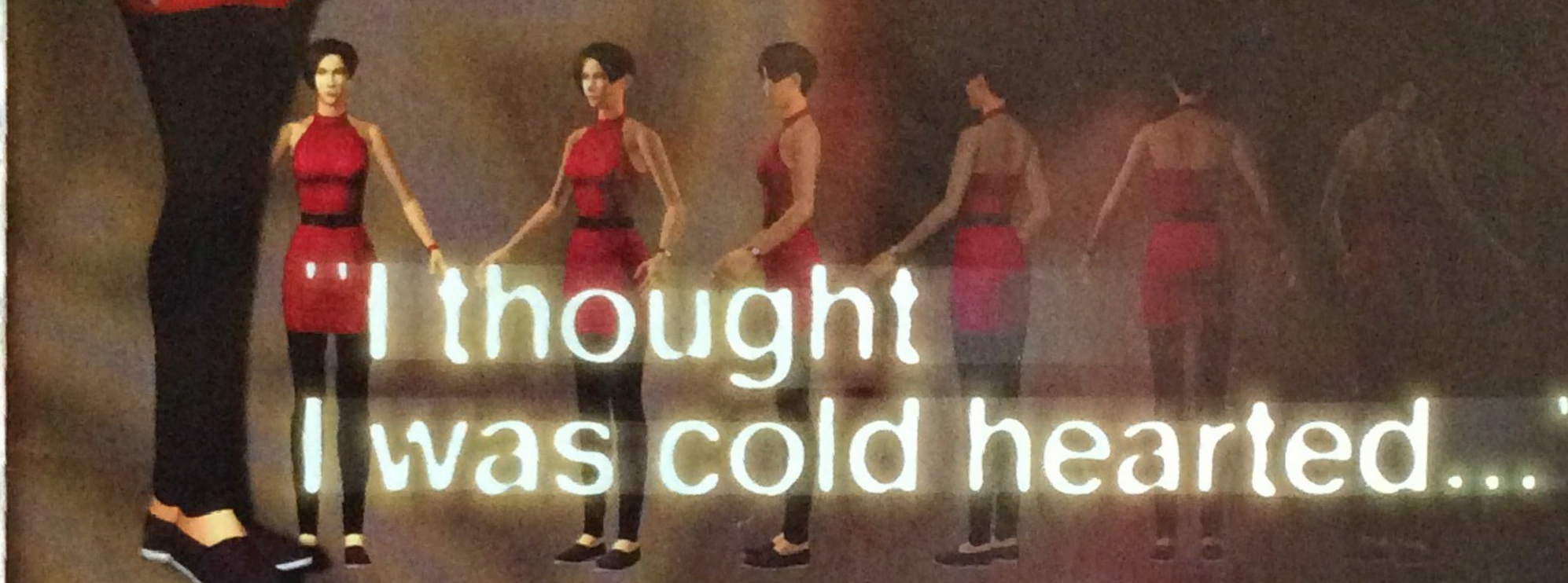
Cold and emotionless, Annette Birkin's obsession with her work has gone to the point that it takes precedence over everything else in her life. Although she has deep feelings for both her husband and daughter, she often does not have time to express them openly. The many hours she has spent in the lab have caused Annette to neglect the emotional needs of her daughter, Sherry. The apparent death of her husband, William, only drives Annette to work harder in completing William's final project; the "G" Virus.



Ada wong

THE PROFESSIONAL SPY

Ada is a professional woman with a mysterious background. She claims to be looking for a reporter named Ben and an Umbrella scientist named John. This independent Chinese-American woman refuses to explain her motives and is full of surprises. She refuses to divulge much of her past to Leon, despite their many ordeals together.

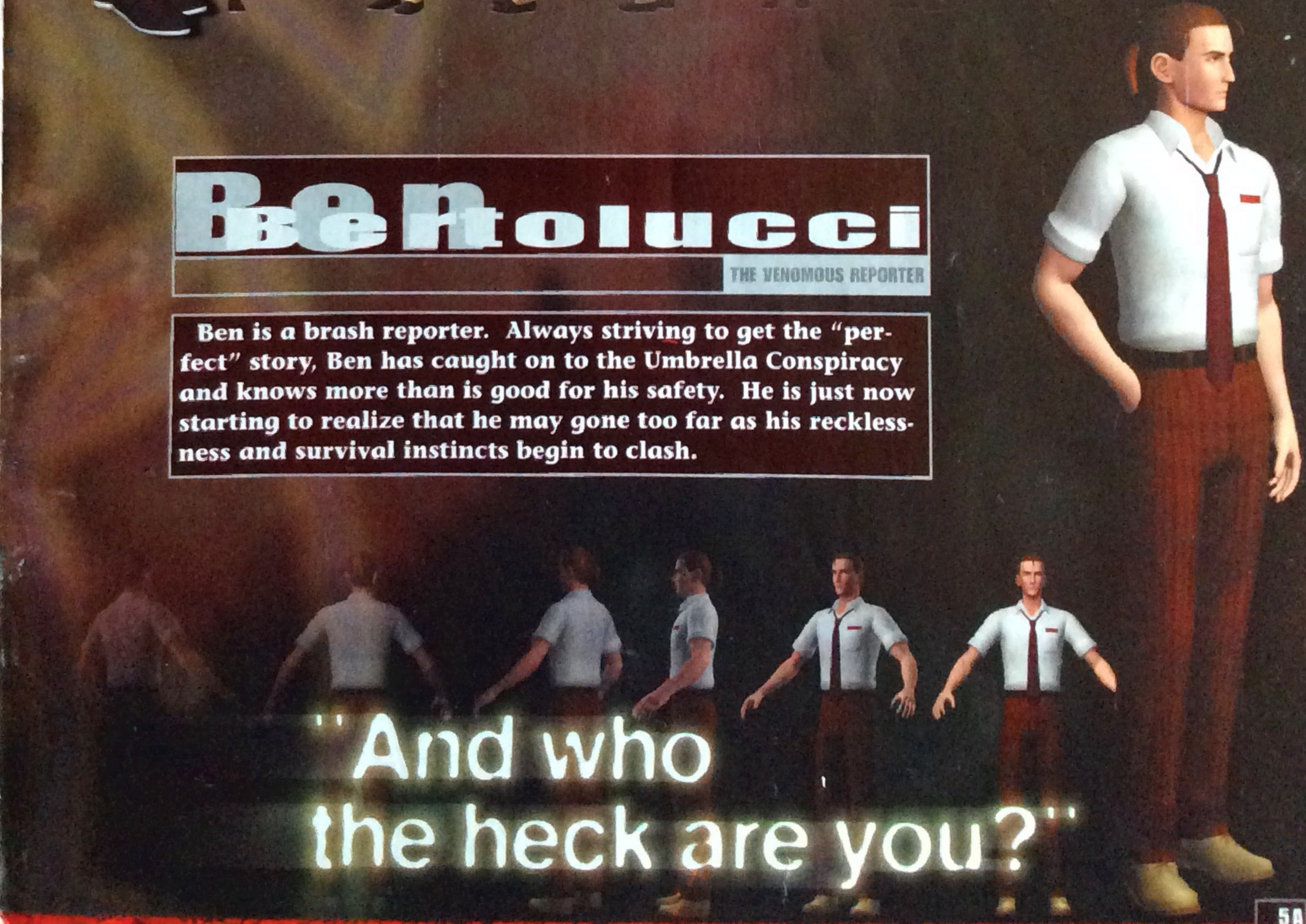


"I thought
I was cold hearted..."

Ben Bertolucci

THE VENOMOUS REPORTER

Ben is a brash reporter. Always striving to get the "perfect" story, Ben has caught on to the Umbrella Conspiracy and knows more than is good for his safety. He is just now starting to realize that he may gone too far as his recklessness and survival instincts begin to clash.



"And who
the heck are you?"

CLAIRE

Mission Cast



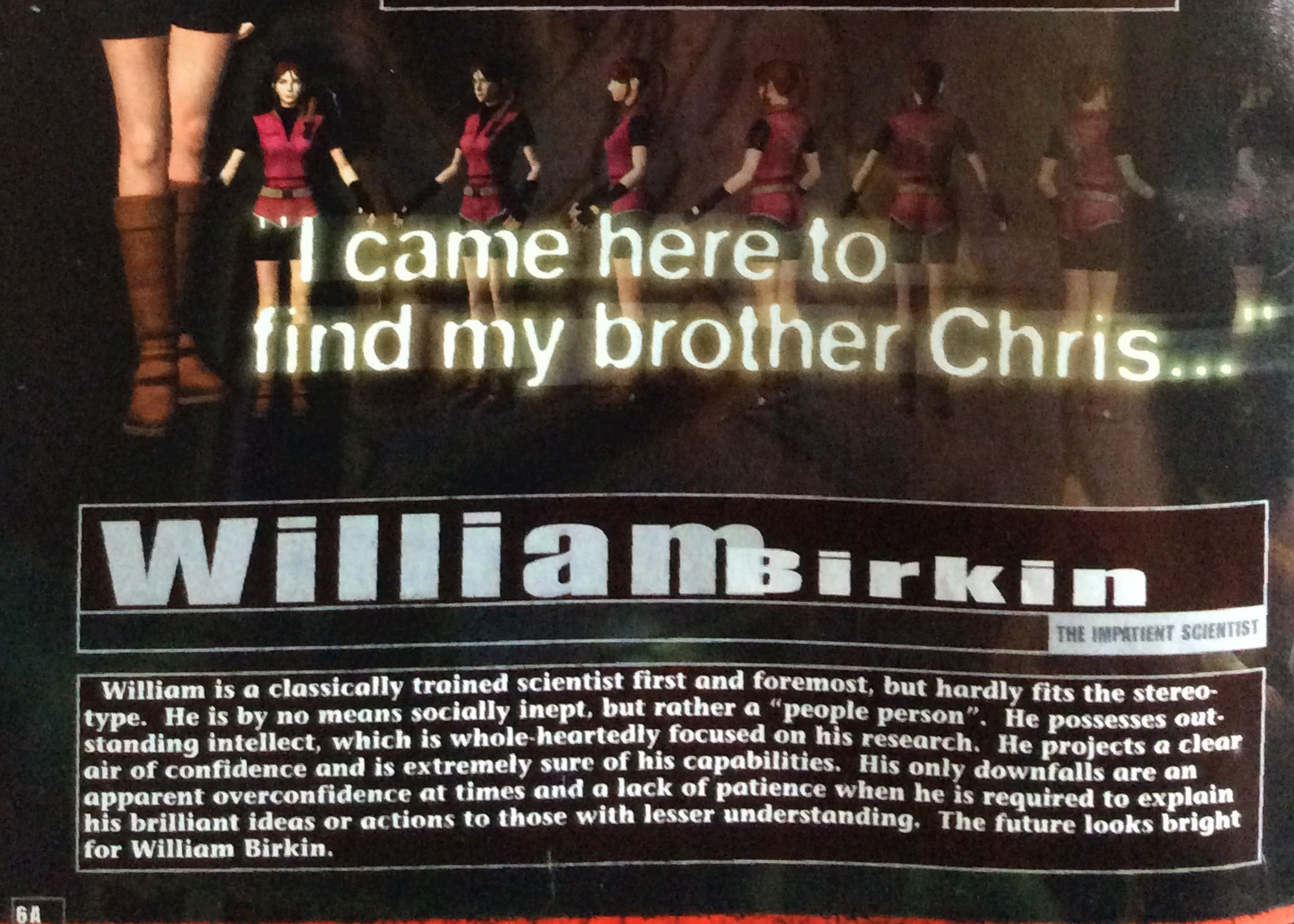
And William Birkin



Claire Redfield

THE MODERN WOMAN

Claire is a light-hearted and articulate modern woman. Her intelligence and optimism combine to make her both worldly and keenly aware of her surroundings. While Claire is a bit of a tomboy at times, she is still very attractive and feminine at the same time. Her caring nature shines through as her demeanor softens considerably when dealing with children. Both extroverted and self-confident, she is typically the first person to try options that many others would not. However, with her strong opinions on most issues, she can come across as sarcastic at times.



William Birkin

THE IMPATIENT SCIENTIST

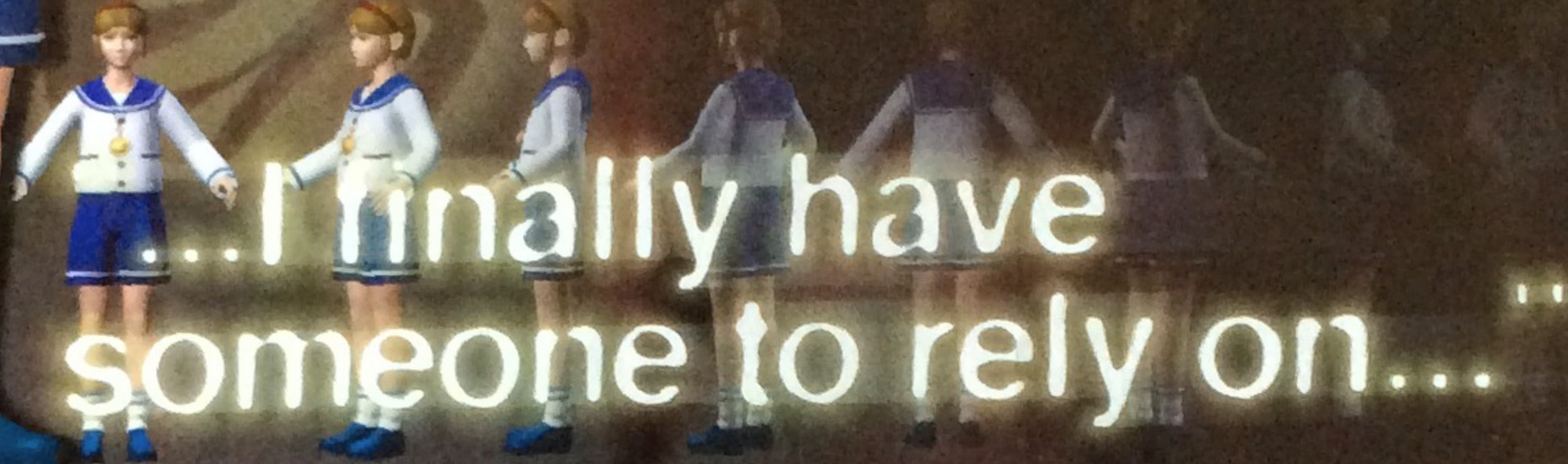
William is a classically trained scientist first and foremost, but hardly fits the stereotype. He is by no means socially inept, but rather a "people person". He possesses outstanding intellect, which is whole-heartedly focused on his research. He projects a clear air of confidence and is extremely sure of his capabilities. His only downfalls are an apparent overconfidence at times and a lack of patience when he is required to explain his brilliant ideas or actions to those with lesser understanding. The future looks bright for William Birkin.

Sherry Birkin

THE LOST GIRL

The daughter of William Birkin, Sherry is a bit insecure, yet very articulate for a child of age 12. Although she sounds shy when she speaks, behind that quiet demeanor there is a strong child with an iron determination. This is a characteristic inherited from her father William Birkin, a brilliant scientist working for the Umbrella Corporation.



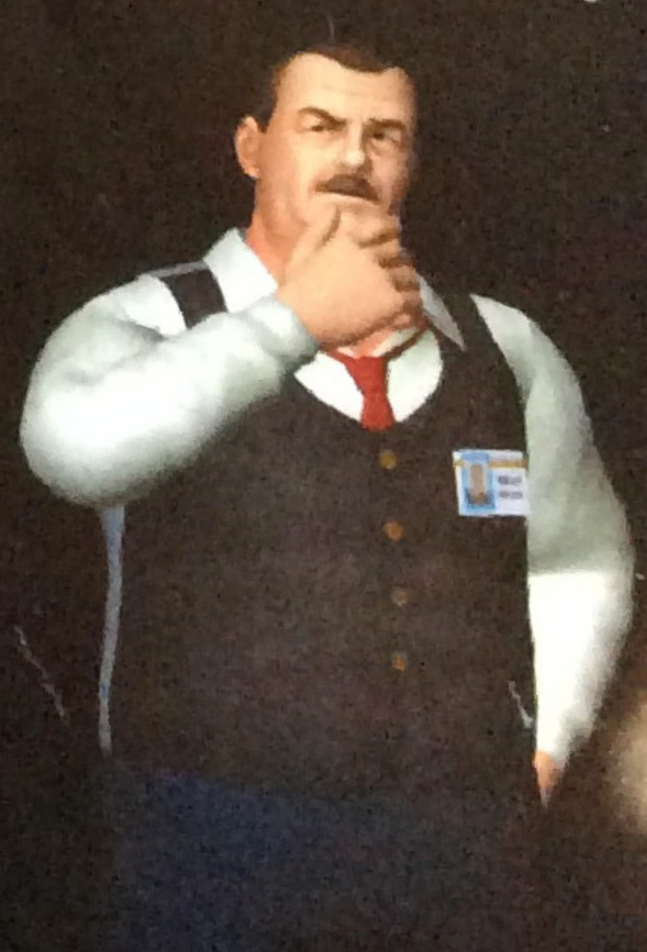


"...I finally have someone to rely on..."

Brian Irons

THE BITTER CHIEF

Brian Irons is a self-centered, bitter Chief of Police. Domineering and arrogant, he would rather place blame on another than admit to his own shortcomings. Oddly enough, he sees nothing wrong with his behavior and can't comprehend why his staff is less than cooperative. Although not very popular with his fellow workers, he has aspirations of running for mayor of Raccoon City in the next election.





"I'll rip your head off..."

TRAINING

This is the introductory section explaining some of the basic features and skills you should know about, before boldly venturing into the twisted world of survival horror. The information contained here should be second nature to you, so the amazing adventure you're about to undertake isn't spoiled by having to fumble around with the controls or instruction book in order to hit a light switch.

Disclaimer



Since we wanted this guide to be available simultaneous with the release of *RE2*, we've based all our strategies on a 99% complete copy of the game. The final version may differ slightly from the one we have been playing.

Knife Skills



The sole reason you would use the Knife in *Resident Evil 2* is because it has unlimited 'ammo'. You don't have to worry about reloading or finding other ammunition for it. Unfortunately, the knife is both slow and weak. You'll need over 20 stabs to kill a single zombie. Most people don't have the time or patience to use this weapon. The two uses we found for the knife are killing crows (one hit) or knocking down a zombie so you can run by it without killing it.

Pushing Objects



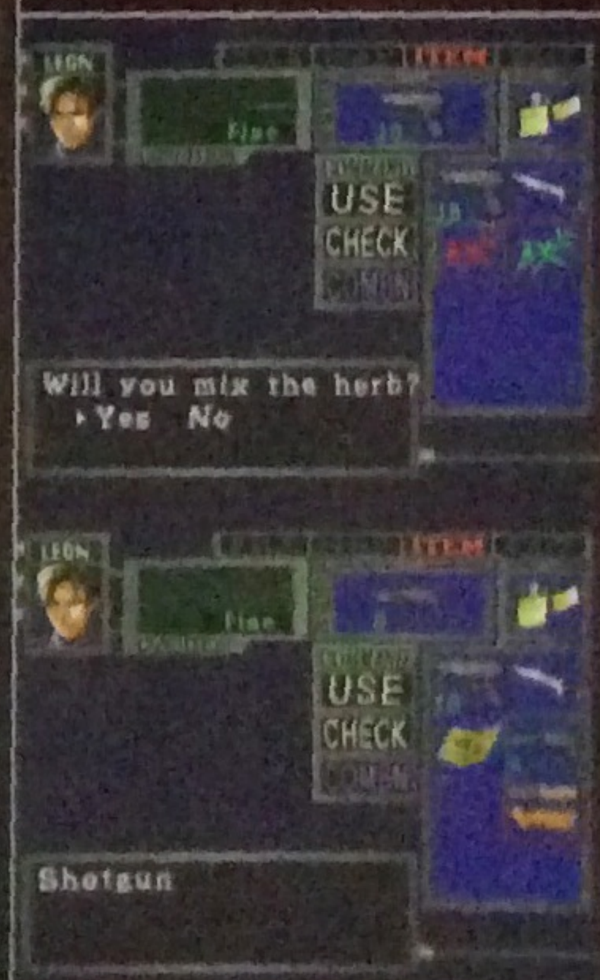
You can push certain objects in the game by walking into them. Your character will go through pushing animation if you can move the object. You'll need to do this to solve certain puzzles or find a hidden room.

Aiming Weapons



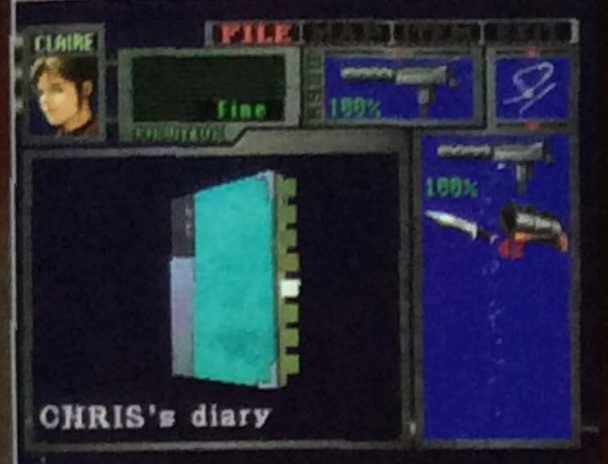
All of the weapons in the game, including the knife, have to be manually aimed at your enemy. Hold the "R1" button to raise your weapon, then move the D-pad left or right until you're facing the enemy. Then just press the action button to use the weapon. If you hold the D-pad up or down, you can also aim your weapon higher or lower than normal. This is useful for picking off enemies which either crawl on the ceiling (e.g., spiders) or stay low to the ground (e.g., a Licker). Aiming high or low also has an effect on what damage you'll deal to an enemy. If you aim Leon's normal Shotgun up, you can blow off a Zombie's head killing it instantly (you must be close to do this).

Combining Items



Pressing the "Circle" button in the game will take you to a menu screen. From here, you can use, examine, or combine items in your inventory. First, move onto the item you wish to manipulate, and press "X" to select it. Then, highlight the option "Combn" (pressing "X" again) and select the secondary item you wish to combine it with and press "X." You can combine ammunition with weapons to reload instantly. Or you can upgrade your weapons with weapon modifications. Lastly, you can combine Green Herbs with any other type of Herb. The new Herb you form will have the properties of the ones you combined to make it. Combining a Red Herb with a Green Herb will produce a super potent healing Herb which will cure you completely. Combining three Green Herbs will also do the same. A Blue Herb will cure you of any poison in your system, but will not recover any health.

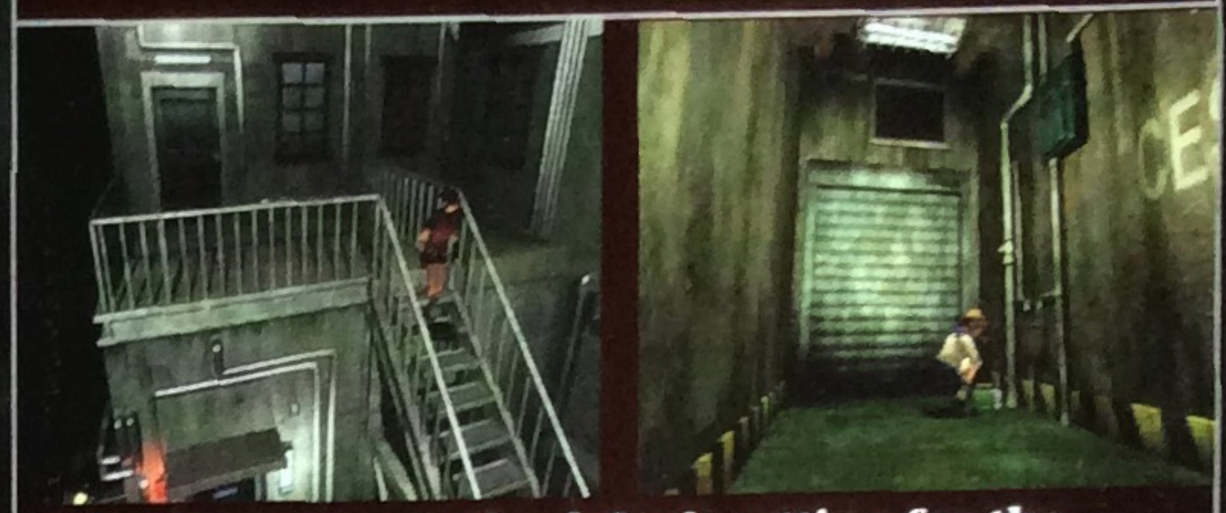
File/Map Usage





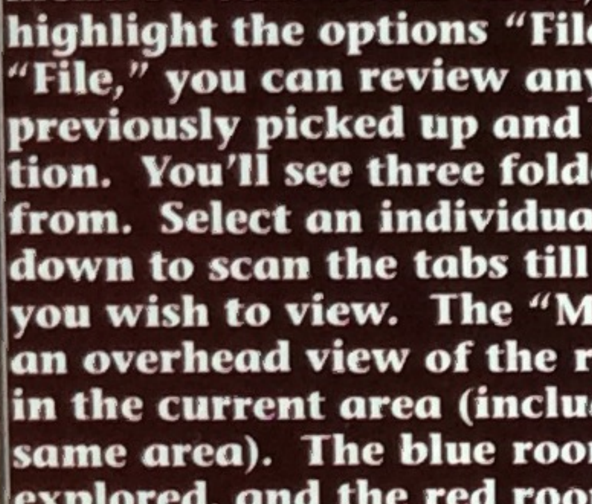
If you press the "Circle" button, you'll bring up a menu screen. From there, move up and left to highlight the options "File" or "Map." Under "File," you can review any documents you have previously picked up and scan them for information. You'll see three folders which you can choose from. Select an individual folder, then move up or down to scan the tabs till you find the document you wish to view. The "Map" option will show you an overhead view of the rooms you have explored in the current area (including other floors of the same area). The blue rooms have already been explored, and the red room is the one you are currently in. When you pick up a map in the game, it will show you all the rooms you still have to explore on the floor, but they will not be colored in until they're visited.

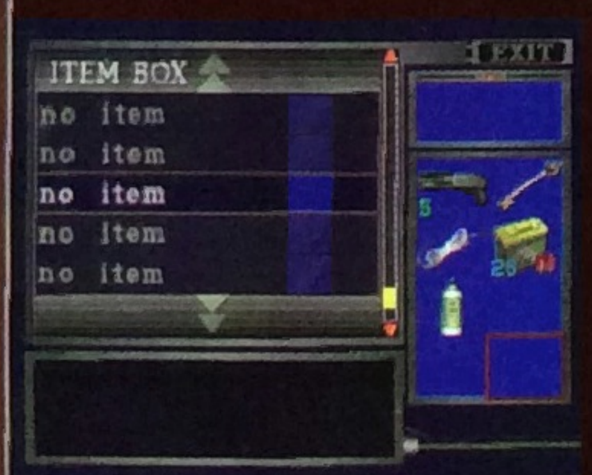
Action Button



The "X" button is the default setting for the action button. Use this button to interact with objects in your immediate surroundings (e.g., you can pick up items, open doors, fire your weapon, flick switches, talk to people, and walk up/down stairs). To do any of these things, just stand next to an object (such as a ladder) and press the action button. Providing you're close enough, your character will climb up the ladder. Also, if you're searching for hidden items, walk around a room continually pressing "X" and if you come in range of an item, you will be informed there's an item where you're standing, and you'll be asked if you wish to pick it up.

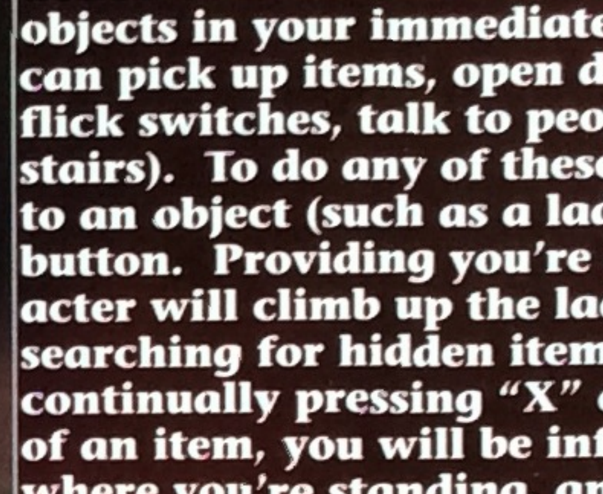
Storage Chests





Throughout the game, your character's inventory is limited to either eight or ten item slots. Since it's impossible to carry all the items you'll find in the game, Storage Chests are designed to hold anything you put in them. When you come across a different Storage Chest at another location, you can open it up and find the items you stored in a previous Storage Chest. Treat all the Chests you come across as one big Chest which you can access whenever you find one.

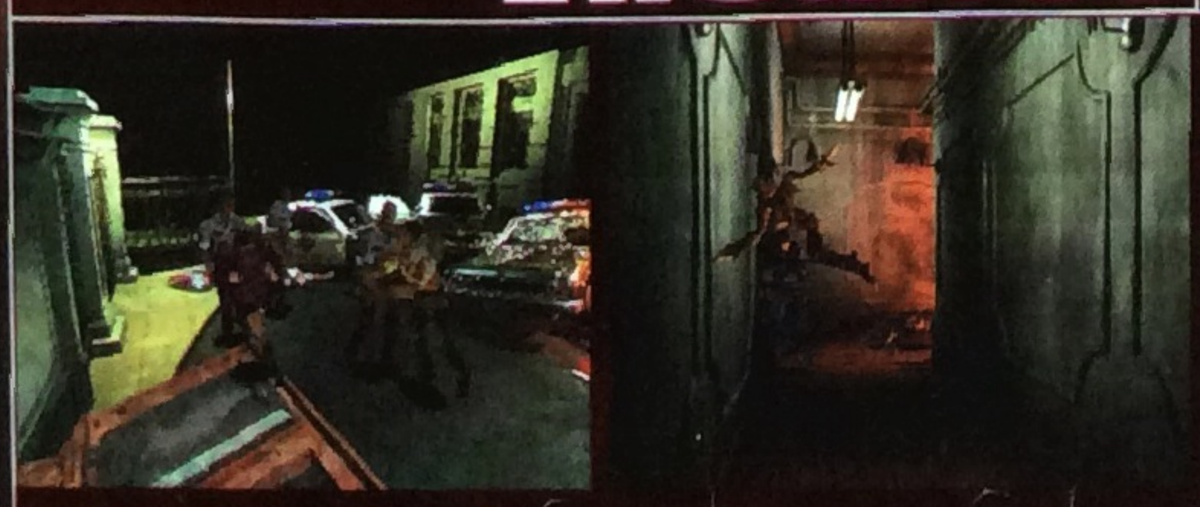
Shaking off Zombies





If a Zombie latches onto you, it will attempt to bite you twice. You can shake it off after the first bite by either moving the D-pad back and forth or repeatedly tapping any of these buttons: "Triangle," "Square," "X," or "R1". Shaking a Zombie off of you will save you from unnecessary damage. Occasionally, a Zombie will lunge forward and grab your leg. When this happens, instead of shaking it off, your character will either smash or kick off its head, killing it instantly.

Dodging Enemies



Although it may be tempting to kill every enemy you encounter, it is much more practical (and necessary in the difficult games) to run away from enemies you can avoid. You can conserve valuable ammunition this way. One technique useful for dodging Zombies is "baiting". Since Zombies are not quick on their feet, you can stand still and let them slowly make their way towards you. After a while, this may open up a hole along the sides for you to run by. The "Licker" enemy in the game will crouch in a stance just before it is about to leap at you or attack with its tongue. This warning gives you enough time to react to it and get out of the way.

ENEMY INDEX



ZOMBIES

Not too bright, these characters are more a menace than anything else. If you've damaged them heavily, they'll attack with a lunging clutch of death in their final moments. If they catch you, they'll start gnawing on your leg. When cut in half or grounded, these undead are still deadly. Though not as quick, they will crawl towards you and try to grab a hold of your leg.

Knife	20-30
Hand Gun	4-7
C. Hand Gun	6
Shotgun	1-2

C. Shotgun	1
Magnum	1
C. Magnum	1

Leon

Knife	20-30
Hand Gun	4-7
Bow Gun	3-9
Grenade Round	1-2

Flame Round	1-2
Acid Rounds	1
Colt	5

Claire



LICKERS

Umbrella has engineered these reptiles to be the ultimate killing machine. Their powerful bodies offer them tremendous speed and the ability to cling to walls and ceilings. Their tongue-lash offers a long-range attack. And lastly, Licker's have been known to perform a howling, leaping swipe when provoked. Their hoarse breathing will alert you to their presence.

Knife	14-15
Hand Gun	7-8
C. Hand Gun	9-12
Shotgun	3

C. Shotgun	1
Magnum	1
C. Magnum	1

Leon

Knife	14-15
Hand Gun	7-8
Bow Gun	6-9
Grenade Round	2-3

Flame Round	2-3
Acid Rounds	1
Colt	7-8

Claire



DOGS

You'd better hope you spot a hell-hound from a distance. Because if more than one gets close to you, they'll tear you apart in seconds. Umbrella's guard dogs are hand-picked from the fiercest stock of canine breeds around. They will usually jump before latching onto you with their jaws. Although not too powerful, their speed and numbers make them a constant threat.

Knife	9-10
Hand Gun	5-6
C. Hand Gun	6
Shotgun	1-3

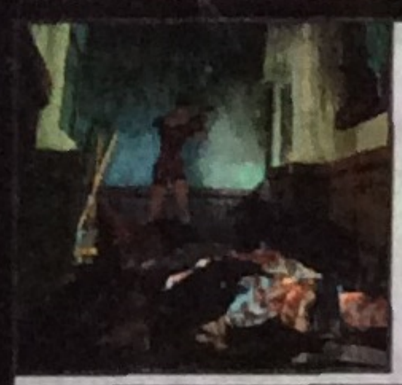
C. Shotgun	2
Magnum	1
C. Magnum	1

Leon

Knife	9-10
Hand Gun	5-6
Bow Gun	2-3
Grenade Round	1

Flame Rounds	1
Acid Rounds	1
Colt	6

Claire



CROWS

These scavengers are more a nuisance than a real threat. If you're injured and limping, then they'll smell blood and pick you apart with their force of numbers alone. Crows are not very tough to kill, but if you kill one crow, three more will usually take its place. Usually, you're better off avoiding these feathered fiends. Just don't get caught in a flying mass of feathers.

Knife	1
Hand Gun	1
C. Hand Gun	1
Shotgun	1

C. Shotgun	1
Magnum	1
C. Magnum	1

Leon

Knife	1
Hand Gun	1
Bow Gun	1
Grenade Round	1

Flame Rounds	1
Acid Rounds	1
Colt	1

Claire



SPIDERS

The underground Arachnids appear larger and more menacing than they truly are. These eight-legged horrors are capable of releasing an incredibly lethal blast of poisonous spit from their mandibles. On occasion, a grazing shot from a projectile will not only damage the large spider, but also unleash a horde of baby spiders, only adding to your misery. Squash and/or run!

Knife	5-7
Hand Gun	7-9
C. Hand Gun	9
Shotgun	3

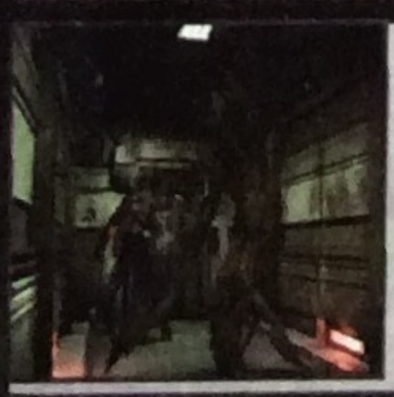
C. Shotgun	1-2
Magnum	1
C. Magnum	1

Leon

Knife	5-7
Hand Gun	7-9
Bow Gun	6-9
Grenade Round	2-3

Flame Rounds	1
Acid Rounds	2
Colt	7-8

Claire



IVY

They are not very quick, but a close-encounter with an Ivy is an experience you won't soon forget. Their scariest attack is a quick secretion of liquid which paralyzes victims. At the same time, neuro-toxins will enter your bloodstream and leave you weak in seconds. When right next to their enemies, Ivy will grasp their victims in an almost inescapable, poisonous embrace.

Knife	15-16
Hand Gun	17-19
C. Hand Gun	18
Shotgun	4-5

C. Shotgun	2
Magnum	3
C. Magnum	2

Leon

Knife	15-16
Hand Gun	17-19
Bow Gun	12
Grenade Round	3

Flame Rounds	1
Acid Rounds	2
Colt	15-17

Claire



MOTH

Nobody knows the origin of this oversized insect. Possibly a pet of William Birkin, it is the largest recorded moth known to man. Not aggressive by nature, this insect will only attack when it feels threatened. It has also been seen emitting yellow gas clouds which make it difficult to damage (again, only when threatened). It will target a human's head when it attacks.

Knife	21
Hand Gun	21
C. Hand Gun	21-24
Shotgun	5-7

C. Shotgun	4
Magnum	4
C. Magnum	3

Leon

Knife	21
Hand Gun	21
Bow Gun	21-24
Grenade Round	4-5

Flame Rounds	2
Acid Rounds	4-6
Colt	28-32

Claire



BABY BOSS (STANDARD GAME)
Only the most twisted of minds working in Umbrella's darkest laboratories could have produced this parasitic monstrosity. When ready, the "baby" will erupt from its human host and grow to adult form in a matter of minutes. This adolescent atrocity is capable of vomiting other parasites which will in turn look for more human hosts to impregnate.

Knife	32-42	C. Shotgun	9
Hand Gun	28-35	Magnum	7
C. Hand Gun	36-54	C. Magnum	6
Shotgun	11	Leon	
Knife	32-42	Flame Rounds	8-9
Hand Gun	28-35	Acid Rounds	5
Bow Gun	12	Colt	32-35
Grenade Round	11	Claire	



ALLIGATOR
Reports of a giant alligator running amok in the sewers have been circulating, but nobody can solidly confirm its existence. Questionable sources have estimated it to be 50-feet long and hostile enough to attack ANYTHING, be it vermin, arachnid, or yes... even human. Unexplained roars have been heard coming from the sewers of Raccoon City late at night.

Knife	1	C. Shotgun	1
Hand Gun	1	Magnum	1
C. Hand Gun	1	C. Magnum	11
Shotgun	1	Leon	
Knife	1	Flame Rounds	1
Hand Gun	1	Acid Rounds	1
Bow Gun	1	Colt	1
Grenade Round	1	Claire	



"G TYPE" 1 (STANDARD GAME)
William Birkin, former head-scientist for Umbrella, recently turned Sewer stalker. In his dying moments, William injected himself with the as yet untested "G" Virus. It gave him superhuman strength, but we still do not know whether it has affected his mental capacity to rationalize. Is he man or beast? Mr. Birkin sought a human subject to test the virus on. Now he's found it.

Knife	48	C. Shotgun	9-10
Hand Gun	44-46	Magnum	10-11
C. Hand Gun	42-45	C. Magnum	9-10
Shotgun	12-14	Leon	
Knife	48	Flame Rounds	8-9
Hand Gun	44-46	Acid Rounds	11-13
Bow Gun	12-15	Colt	33-36
Grenade Round	14-15	Claire	



"G TYPE" 2 and 3 (STANDARD GAME)
A more evolved form of the "G" Virus host. In the latter stages of transformation, William loses any resemblance to his former human form, becoming more animal-like. At the same time, his instincts seem to have changed. His sense become heightened, and his very nature becomes more predatory. Newfound strength in his legs allow him to leap great distances.

Knife	40	C. Shotgun	10-11
Hand Gun	35-38	Magnum	12
C. Hand Gun	39-42	C. Magnum	10
Shotgun	14-16	Leon	
Knife	40	Flame Rounds	15
Hand Gun	35-38	Acid Rounds	16-17
Bow Gun	60	Colt	38-42
Grenade Round	11-12	Claire	



MR. X (REVERSE GAME)
Dropped from a genetic experimental storage tank, this silent stalker will haunt your waking and sleeping hours. You may be able to knock him down, but Mr. X will always get up. Slow, steady, and unrelenting. Though not fleet of feet, Mr. X possesses incredible power and a bottomless reservoir of endurance. What drives this monster? What is he looking for?

Knife	40-42	C. Shotgun	6
Hand Gun	26	Magnum	5
C. Hand Gun	27	C. Magnum	5
Shotgun	8-10	Leon	
Knife	40-42	Flame Rounds	6-7
Hand Gun	26	Acid Rounds	5
Bow Gun	27-30	Colt	n/a
Grenade Round	8-9	Claire	



"G TYPE" 1 (REVERSE GAME)
William Birkin, in his early form. He still retains human features and form. Already evident is his incredible power. He has been seen wandering the Raccoon city underground, apparently following a little blonde-haired child. To make matters worse, William is armed with a metal pipe. This combined with his already enhanced strength make him incredibly dangerous.

Knife	33-35	C. Shotgun	n/a
Hand Gun	34	Magnum	6
C. Hand Gun	45-51	C. Magnum	n/a
Shotgun	9	Leon	
Knife	33-35	Flame Rounds	8
Hand Gun	34	Acid Rounds	5
Bow Gun	30-36	Colt	n/a
Grenade Round	9	Claire	



"G TYPE" 2 (REVERSE GAME)
Mr. Birkin's second form, an apparent mutation from "G" Type 1, is even more menacing than the first. His added height and extra set of appendages now give him reach as well as power. In addition, one of his arms sports a claw capable of tearing gaping gashes in his victims prior to pummeling them. The extra eyes sprouting from various points add to his field of vision.

Knife	45	C. Shotgun	10
Hand Gun	34-36	Magnum	10
C. Hand Gun	36	C. Magnum	n/a
Shotgun	15-16	Leon	
Knife	45	Flame Rounds	8-9
Hand Gun	34-36	Acid Rounds	12
Bow Gun	48	Colt	n/a
Grenade Round	15-16	Claire	



FINAL MR. X (REVERSE GAME)
Mr. X after taking a bath in a vat of smelting ores. He's quite angry with your actions, and has come back seeking vengeance. Also, he has sprouted a nasty claw on one hand, now giving him a puncturing tool, in addition to his overpowering strength. Who knows if that fire is even damaging him? Even if it is, he doesn't feel it. All he feels is that unfulfilled desire for revenge.

Knife	15-17	C. Shotgun	3
Hand Gun	13-15	Magnum	3
C. Hand Gun	15	C. Magnum	3
Shotgun	5	Leon	
Knife	15-17	Flame Rounds	4-5
Hand Gun	13-15	Acid Rounds	2-3
Bow Gun	15	Colt	n/a
Grenade Round	6	Claire	



"G TYPE" 3 (REVERSE GAME)
This tentacled aberration no longer resembles William Birkin (perhaps he spliced genes with mutant alligators) in any aspects. The third form of the "G Type" host moves by pulling itself with its incredibly long and powerful tentacles. The creature's most distinguishing feature is the large, spiked orifice in the center, capable of impaling and chewing its victim simultaneously.

Knife	n/a	C. Shotgun	10
Hand Gun	42-49	Magnum	9-10
C. Hand Gun	60-63	C. Magnum	6-7
Shotgun	14-15	Leon	
Knife	n/a	Flame Rounds	9
Hand Gun	42-49	Acid Rounds	9
Bow Gun	33-36	Colt	n/a
Grenade Round	9	Claire	

ITEMS INDEX

So, you've finished the Normal and Standard versions of *Resident Evil 2*... but did you get everything? Scan these two pages to see if you've picked up every item listed.

In case you missed an item, the quick reference page number shows you the first encounter with the item. Just flip to that page, and see what you've been missing.

Pictured Item: Every item you encounter in the game (except for the combinations of mixed herb).



37B
81B

The page number of the Standard and Reverse games where you first find the item.

Eagle Medal
An eagle is etched on it.

A brief description of the item when you examine it.



014A
055A

Hand Gun Bullets
9X19 parabelum rounds for the Hand Gun.



040A
086A

Eagle Medal
An eagle is etched on it.



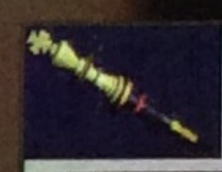
016A
061A

Blue Card Key
A plastic card. It reads: Hole 1F Electronic lock.



025A
076A

Blue Herb
Special herbs that grow in the Raccoon City region.



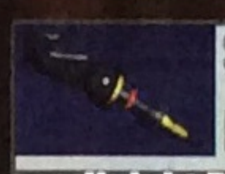
021A
066A

Bishop Plug
A plug of some sort in the shape of a Bishop.



024A
082A

King Plug
A plug of some sort in the shape of a King.



035A
083A

Knight Plug
A plug of some sort in the shape of a Knight.



025A
071A

Rook Plug
A plug of some sort in the shape of a Rook.



031A
079A

Club Key
It's in the shape of a club.



020A
082A

Crank
The end is square-shaped.



033A
064A

Magnum
Desert Eagle 50A.E. which uses DOT 50A.E. Rounds.



n/a
n/a

Custom Magnum
A 10 inch barrel is put on the Desert Eagle 50A.E.



024A
065A

Diamond Key
It's in the shape of a diamond.



022A
057A

Secretary's Diary A
A diary.



019A
064A

Chris' Diary
A diary.



017A
063A

Operation Report 1
A Report.



017A
063A

Operation Report 2
A Report .



026A
069A

Memo to Leon
A memo.



044A
n/a

Control Panel Key
The letter "D" is etched on the key ring.



025A
n/a

Cord
A cord to connect wires on small electric devices.



026A
069A

Film
I can't tell what's on the film until I develop it.



046A
094A

Flamethrower
Chemical fuel Flamethrower made by Umbrella Inc.



048A
095A

Magnum Parts
They look like the parts for the magnum.



046A
093A

Fuse Case
A case for industrial fuses. It's been designed for superconductor fuses.



033A
081A

Golden Cogwheel
It's gold-plated. It looks like a large clock cog.



017A
056A

Green Herb
Special herbs that grow in the Raccoon City region.



025A
065A

Pistol Mod.
They look like parts for a gun.



n/a
055A

Cabin Key
Can access the cabin in the back.



019A
068A

Health Spray
This will completely restore my vitality.



026A
069A

Heart Key
It's in the shape of a heart.



n/a
089A

Control Panel Key
The letter "U" is etched.



017A
055A

Ribbon
I can type in my progress with this.



n/a
n/a

Lighter
An oil lighter.



041A
086A

Wolf Medal
A wolf is etched on it.



032A
080A

Submachine Gun
MAC 11
Manufactured by Military Corp.
Uses DOT380 Rds.



n/a
096A

Mac-11 Ammo
DOT 380 Rounds.



050A
n/a

M0 Disk
The label says "For Cargo Room Verification."



n/a
n/a

Hand Gun
H&K VP70. It uses 9mm Parabelum Rounds.



046A
093A

Main Fuse
I can restore the power in the Lab with this.



028A
076A

Manhole Opener
A tool to open a manhole lid.



n/a
n/a

Knife
A combat knife. It could come in handy...



051A
n/a

G-Virus
A purple object in a gel-like state.



n/a
097A

Master Key
It looks very important.



032A
080A

Red Card Key
A plastic card. It reads: Weapon Storage.



021A
066A

Red Herb
Special herbs that grow in the Raccoon City Region.



048A
094A

Lab Card Key
It looks like a card key for lab access.



042A
125A

Weapon Box Key
An odd shaped key. Umbrella's logo is on the key ring...



017A
063A

Red Jewel
A Blood-Red jewel about the size of a fist.



n/a
095A

Power Room Key
It looks unique. Now I can access the power room.



015A
062A

Shotgun
Remington M1100. It uses 12 Gauge Rounds.



n/a
n/a

Custom Shotgun
Remington M1100 Full size Semi-Automatic.



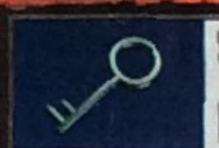
025A
088A

Shotgun Mod.
They look like parts for a Shotgun.



020A
059A

Shotgun Shells
For the Remington M1100 series.



022A
057A

Small Key
Looks like a key to a desk.



n/a
099A

Joint N Plug
High power plug. Used to activate large generators.



019A
067A

Spade Key
It's in the shape of a spade.



n/a
n/a

Custom Handgun
H&K VP70 with stock holster. Capable of firing 3 Rounds autoburst.



019A
066A

Unicorn Medal
Something is engraved on the back.



023A
059A

Valve Handle
I can open/close the valves with this.



044A
080A

Magnum Bullets
DOT 50 A.E. Rounds for the Desert Eagle.



n/a
099A

Joint S Plug
High power plug. Used to activate large generators.



033A
080A

Watchman's Diary
A diary.



020A
068A

Patrol Report
A patrol Log.



046A
094A

Lab Security Manual
A manual.



046A
094A

User Registration
A paper.



n/a
083A

Mail to Chief
Some mail.



n/a
098A

Platform Key
I have to hurry and get the train operational!



037A
n/a

Sewer Manager Fax



n/a
091A

P Epsilon Report
A Report.



n/a
082A

Chief's Diary
A Diary.



040A
086A

Sewer Manager Diary
A Diary.



n/a
082A

Secretary's Diary B
A Diary.



017A
062A

Police Memorandum
A memo.

Raccoon City

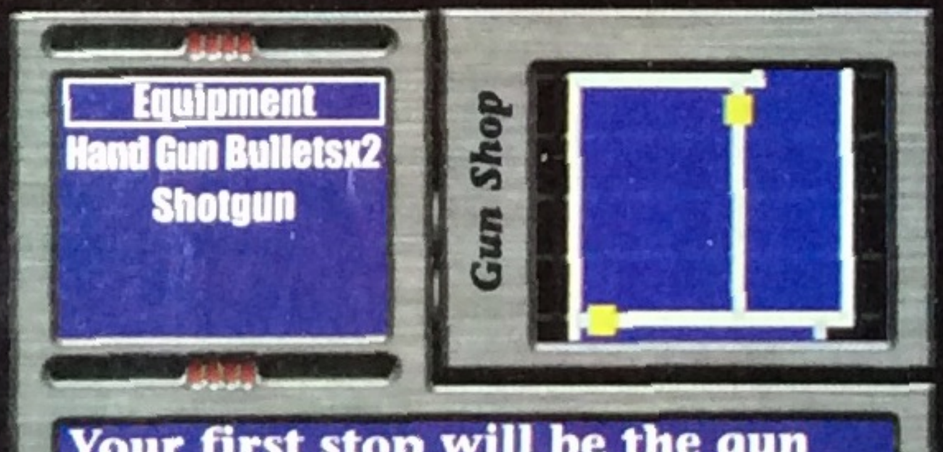
Survival Horror Tactics

You begin your quest in the streets of Raccoon City. Totally overrun by Zombies, the city has literally gone up in flames. Make your way to the fallen Police Department checking for any signs of life along the way.



Raccoon City Map





Your first stop will be the gun shop, where after a brief verbal interlude you can stock up a bit. An ambush will follow which you may want to interrupt in order to acquire the owner's Shotgun without wasting too much of your Hand Gun's ammo.



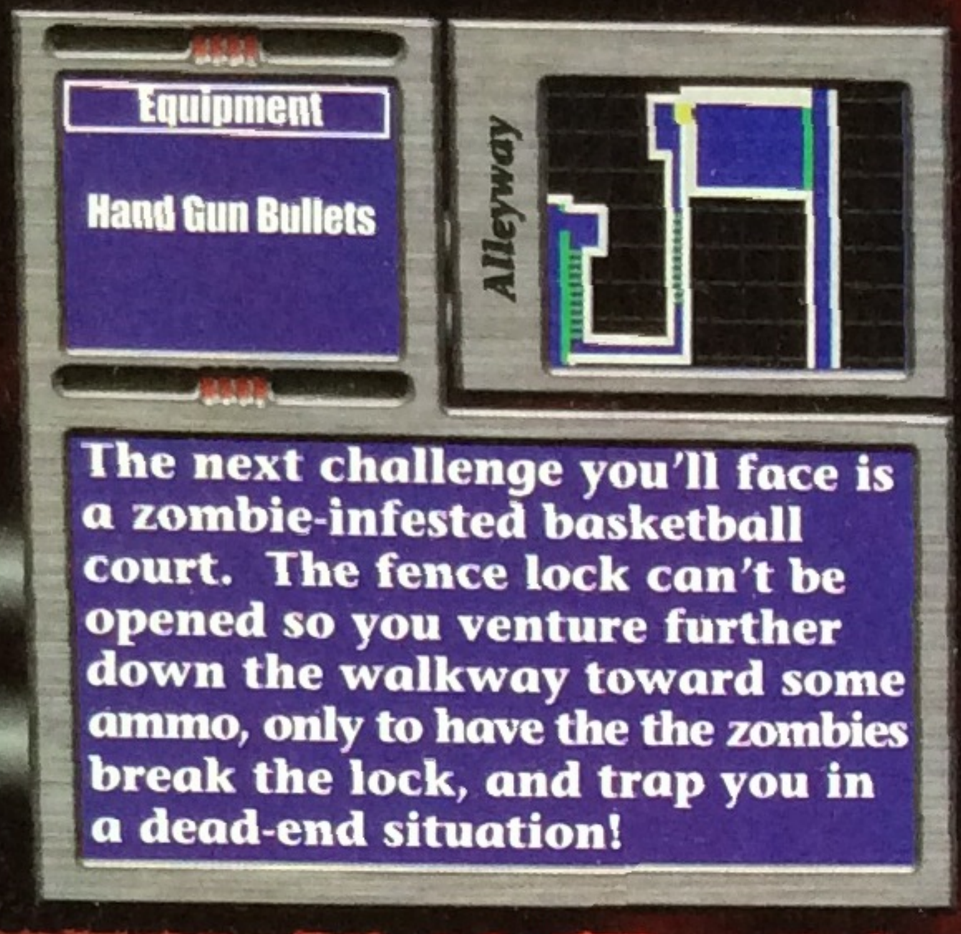
Upon entering the shop you'll have a touchy dialogue with the trigger-happy owner. Once the conversation ends...



...stock up quickly before the outside zombies find you, while the owner pays dearly for a lapse of concentration.



Blast "Team Decay" from behind the safety of the counters, then grab the owner's Shotgun and get out of there.



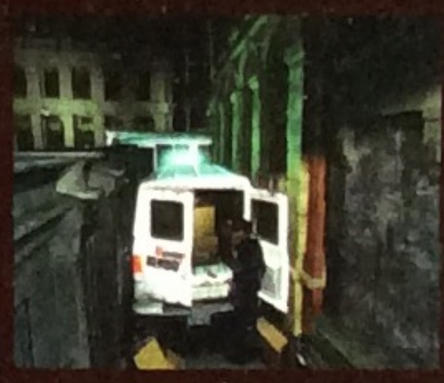
The next challenge you'll face is a zombie-infested basketball court. The fence lock can't be opened so you venture further down the walkway toward some ammo, only to have the the zombies break the lock, and trap you in a dead-end situation!



A big blue garbage bin becomes a friend in battle as you use the survival tactics of a feline; with a short dash across a catwalk followed by a trashcan stand-off. Either stab the zombies in between viscous vomits, or run past them in a desperate, dodge-filled dash!



Thinking the lock is stuck you turn your back on the athletically inclined corpses, but you've treaded into enemy land.



Since you are trapped anyway, go ahead and grab the ammo in the van. Reload your hell-sender and turn around.



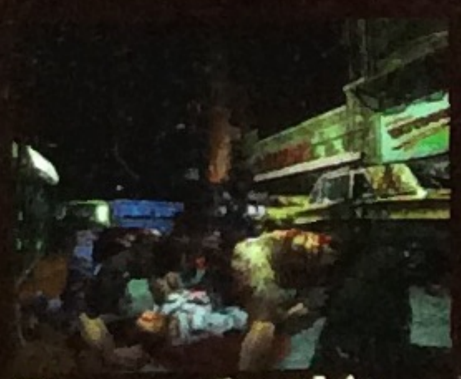
Mow down the Raccoon rancids in a tight-eyed flurry of 9mm. madness. Next go through the door across the court.



You'll have to hop atop the trashcan that blocks your alley path. A gruesome group of zombies will become aware of you and approach.



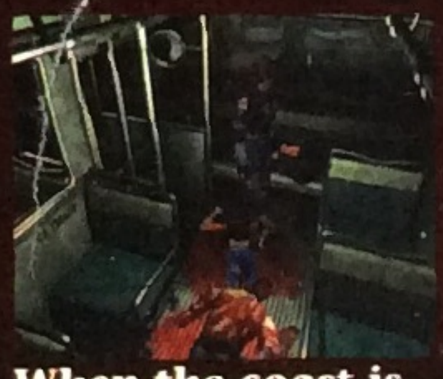
You can either stab the deadly undead from atop the bin, or hop down to their level and scurry quickly past them (this is much less time-consuming).



Prepare for this visage of grotesque gustoral gross-ness. You're a welcome intruder to a fiendish feast. Get to the bus quickly!



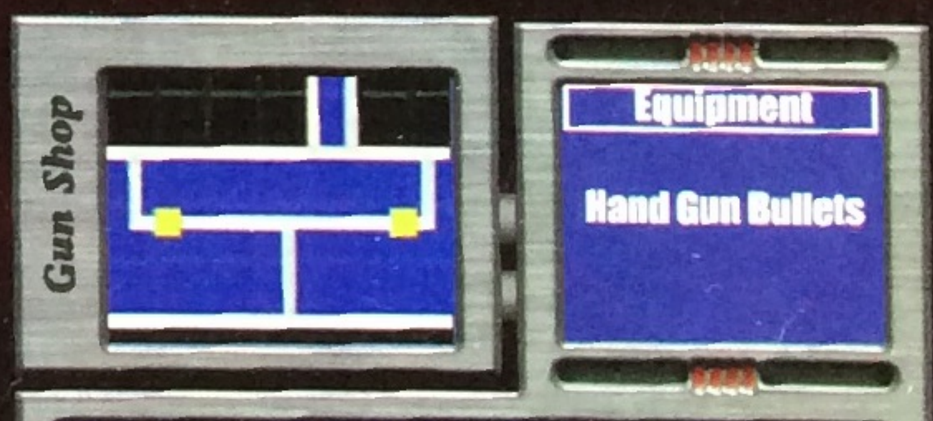
Once on the bus, concentrate on the two possessed passengers before getting distracted by the carnage present.



When the coast is clear, combine the unused ammo on the carrying case in the rotting remains of a bus you're within...



After dodging the zombies outside the other side of the bus, take the dank dingy detour to the left for a safe way to the Raccoon PD.



Your troubled introduction to the denizens present in the Raccoon area is almost complete once a major accident is bypassed. Hold your stomach in check, keep your feet light and your eyes peeled for any pestulant decaying forms. Your skills are hopefully developing so that you can face the increased monster madness waiting for your young living body, and brain.

R.P.D 1st Flr.

Survival Horror Tactics

With your introduction to the unsightly state of decadent deceased and hobbling horrors complete, you escape to the apparent security of the Raccoon P.D., but the true test of your survival instincts begins as of now...



R.P.D. Floor 1



Items Key


A x6 Hand Gun Bullets


B x1 Blue Key Card


R x4 Ribbon


C x1 Crank


Gh x9 Green Herb


RJ x1 Red Jewel


Sp x1 Spade Key


He x1 Heart Key


Ss x4 Shotgun Shells


Ec x1 Electrical cord


Rh x1 Red Herb


Rk x1 Rook Plug

Key

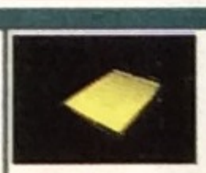
Z •Zombie Ch •Chest Pz •Puzzle

L •Licker H •Hands Ma •Ma

•Spade Key Door •Club Key Door

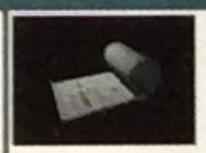
•Diamond Key Door •Heart Key Door

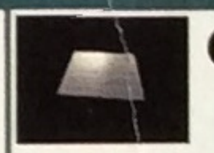

D x1 Chris's Diary

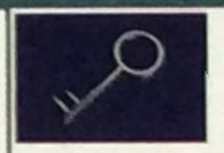

D x1 Police Memo


F x2 Film


D x1 Chief's Diary


D x1 Patrol Log


D x1 Night Diary

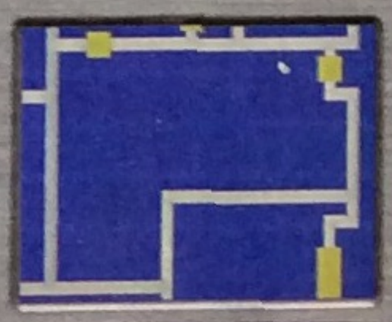

Sk x1 Small Key


H x1 Health Spray


G x1 Gear

Equipment

Blue Card Key

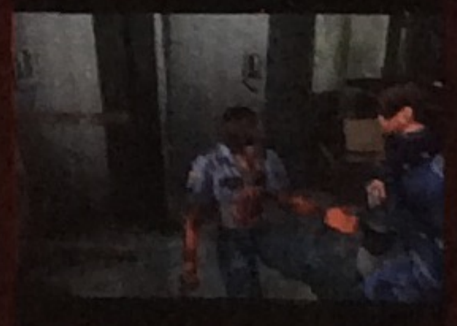


Now what you must do is find an open door, since two of the available ports are electronically locked. Only one small door is unlocked, and a survivor awaits you within! He will give you an essential item, plus some scary Raccoon hospitality.

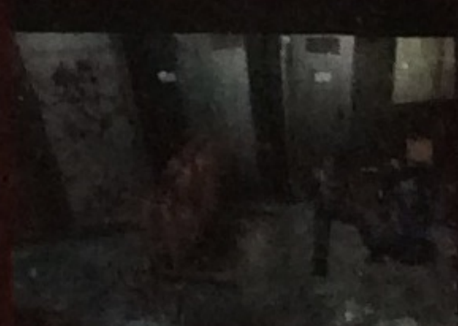
200-5 GOLD 200-5 200-5



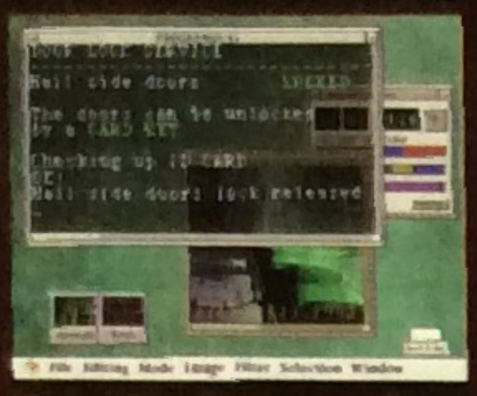
An impressive hall greets you to this bastion of law enforcement. All is quiet for the moment, but this will change quite soon.



This survivor has a short speech and a gift to give you; listen closely and you'll begin to get a grasp of the story behind the zombified populace of Raccoon.



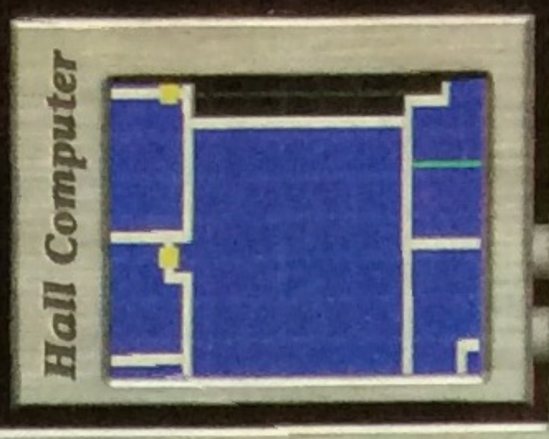
He bids you farewell with a stressful gesture that alludes to the trials he's been through. Use the key card in the hall's computer.



Use the key card the cop gave you to open the two doors that flank the hall. Your adventure against the undead of Umbrella begins!



Before taking to the R.P.D.'s depths, be sure to save your progress and grab the case of bullets some poor victim was unable to use in time.



Equipment
Hand Gun Bullets
Ribbon

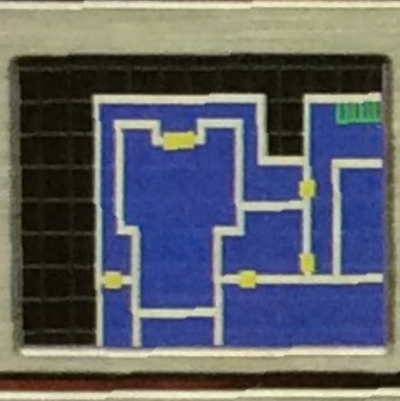
Required



Blue Key Card

After the hot exit you made from the room with the wounded survivor, you now have the means to explore the rest of the police department. The computer will open up a couple of doors which hold back unspeakable horrors and terrors that could only be man-made!

Equipment
Hand Gun Bullets
Operation Report1
Red Jewel

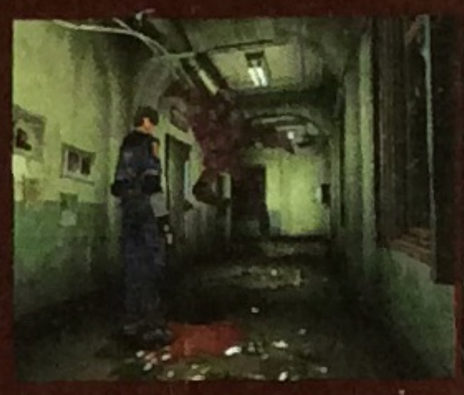


Required



Lighter

Take the double doors on the left side of the hall. In this room snatch up the file on the counter then exit into the hall on the bottom left of the map. A beheaded body holds a box of ammo, and a startling form that defies gravity and earthly physiology shifts outside the window, awaiting your arrival.



As you walk up to the fresh pool of blood, your wall crawling friend will pounce from the ceiling. Blast him in between dashing dodges of his claws and tongue.



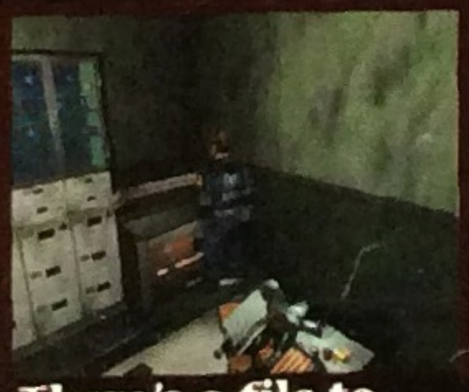
Pass through the door ahead and enter the double-doored briefing room. Ferret out the file within, and the ammo in the back area.



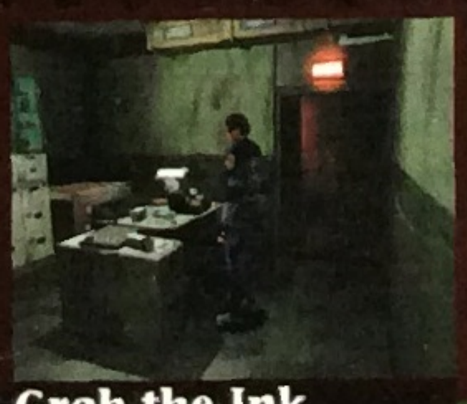
In the back room there is a fireplace decorated with a suspicious painting. Light the wood beneath to solve your first puzzle and acquire your first item.



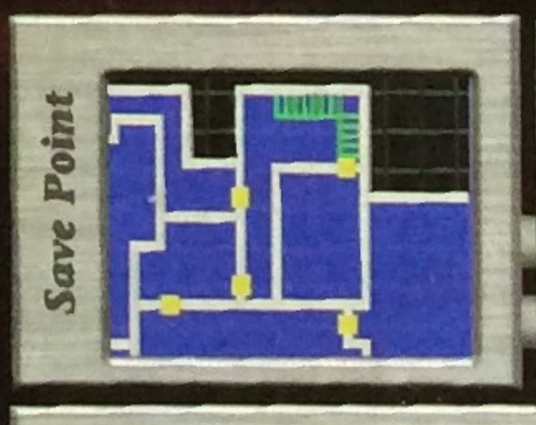
In the stairwell room there will be a brutally deformed group of humanoids in need of a little of your flesh... remove their's from them. Next, enter the door under the stairs.



There's a file to get from behind the typewriter. Next, go to the chest (these will become invaluable as the adventure progresses); store your gem, shotgun, etc.



Grab the Ink Ribbons and type up your location onto the paper. Slam dunk those babies into the box and head on out (you don't want an inky trigger finger, do you?).



Equipment
Green Herbs x2
Ribbon
Operation Report2

After exiting the briefing room, head right (on the map) down the hallway and go through the door (use the Herb you pass if you're losing any fluids). Blast the zombies staking out this area, then enter the save room under the stairs. Here you can grab a few rounds and store the gem.

R.P.D 2nd Flr.

Survival Horror Tactics

The brief rest your slightly bludgeoned body received in the dark room has helped you obtain a more lucid image of the challenge you must face to succeed, and the chewed-up fate of your lifeless carcass if you fail to fight valiantly.



R.P.D. Floor 2



Items Key


A x2 Hand Gun Bullets


S x1 Shotgun


Hm x1 Hand Gun Mod.


Rh x1 Red Herb

Key

Z •Zombie L •Licker

C •Crow Ch •Chest La •Ladder

Pz •Puzzle D Dog •Spade Key Door


Bk x1 Diamond Key


Rj x1 Red Jewel


Gh x1 Green Herb


U x1 Unicorn Medal


D x1 Chris's Diary


D x1 Chief Sec. Diary 1


Ss x1 Shotgun Shells


R x1 Ink Ribbon


King Plug x1


Bishop Plug x1

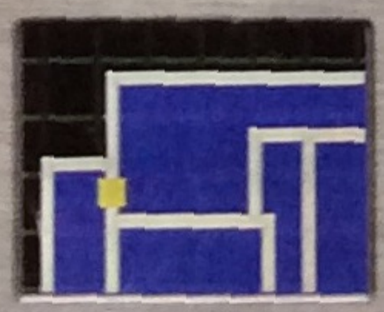

Ph x1 Photo


Sk x1 Small Key

Equipment

Red Jewel

Statue Puzzle

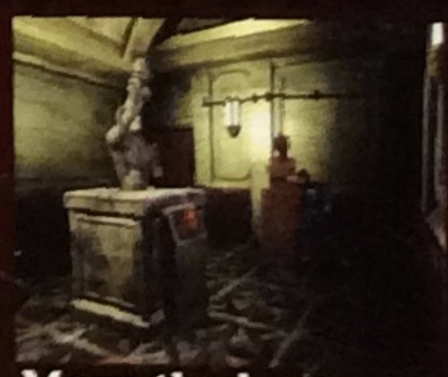


Exit the save room and head up the stairwell to the second floor. Down the hallway is an odd looking display of art that is actually your second mental challenge. Mold your mental muscle into an elegant arrangement of logic and manly maneuvering.

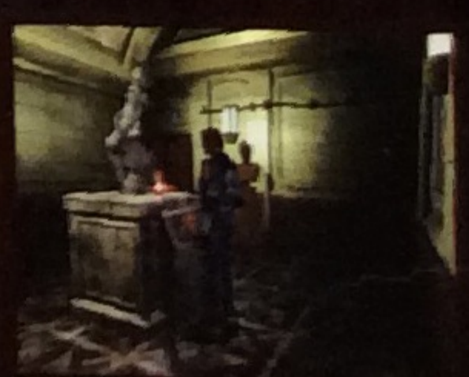
200-5 GOLD 200-5 200-5



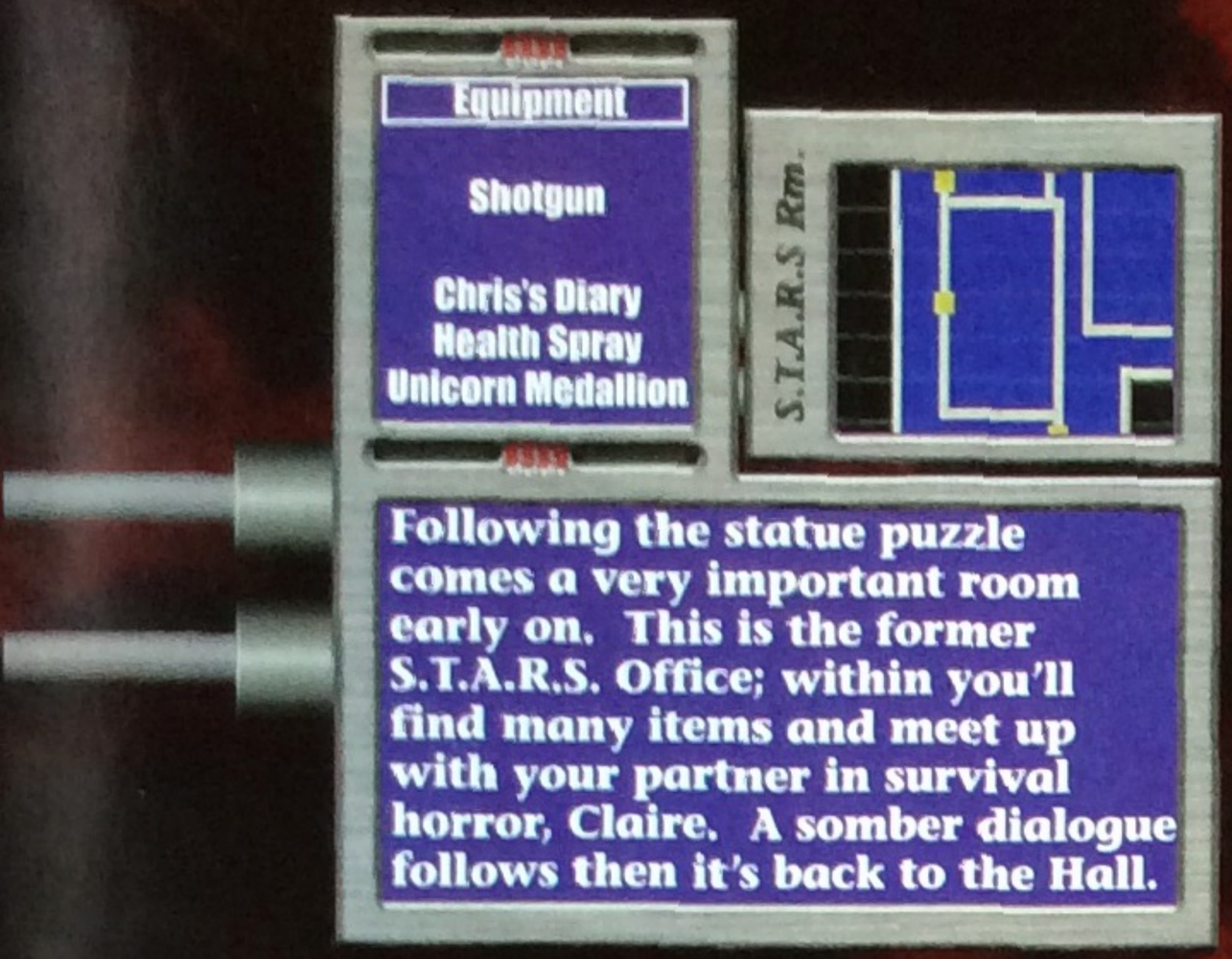
A second of concentrated attention will allow you to observe the directions which the busts gaze as if from fright. The brown tiles near the walls need also be noted.



Move the busts so that they are comfortably situated on their respective pads as shown. A haunting click will confirm a correct placement.



Your deed done, the ominous yet masterfully crafted main statue will release its god-like grip on the precious stone you seek. Take the jewel and take the door to the right.

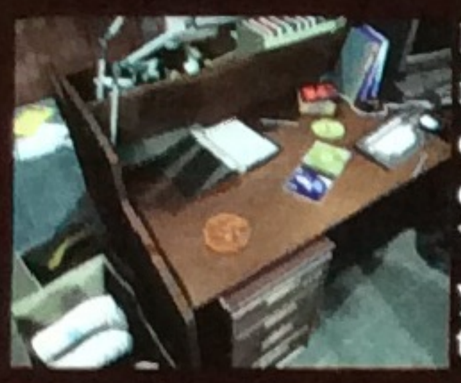




Your first booty found within the special operations motherlode is a perfectly preserved shotgun to keep the one you "borrowed" from the store owner company.



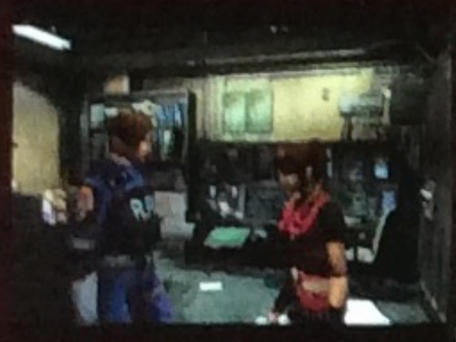
Continuing your counter-clockwise search of the premises you come across a Health Spray and a Green Herb close by.



Lo and behold! Some item was hidden by a desperate agent before a still unknown fate. This medal is needed for your next goal so grab the dusty goody now.



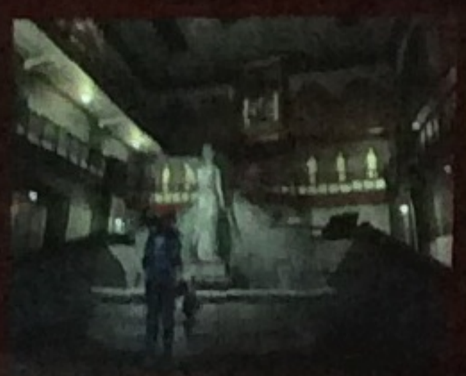
At the next desk, players of the first quest will find a familiar jacket along with a log from the elite S.T.A.R.S. officer named Chris. Take a read of its contents.



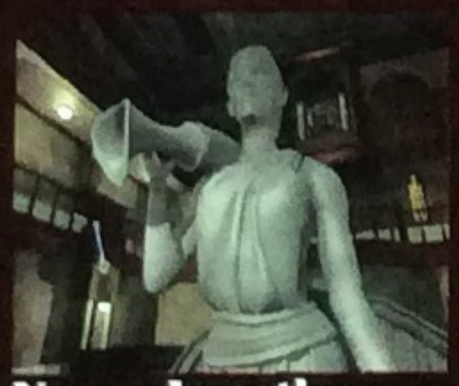
Once you take the medal Claire will happen upon you and you'll inform her of the unpleasant information you've uncovered, and give her a beaconing device.



At the end of your counter-clockwise tour is a photo from a happier time; before the genetic ravagers created by the demented designs implemented at Umbrella.



Hopefully no deteriorating department dwellers were able to reach out and touch upon your increasingly sweaty body on the way to this place.



Now, place the Unicorn Medal into the slot in front of the fountain. The shapely nymph will slide forward and drop a key out of her water pitcher.



Remove the Spade Key from the spot it settles to. You now need to return the locked door past the S.T.A.R.S. room. At the save room store the shotgun, gems, and herbs.



R.P.D 1st Flr.

Survival Horror Tactics

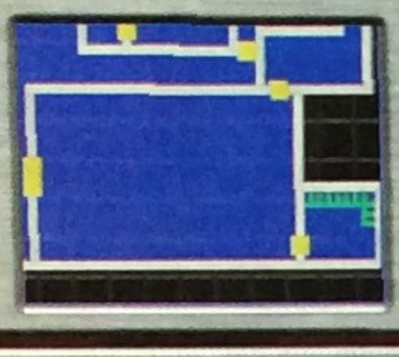
Leon



After hitting a locked door upstairs and solving the mystery of the water nymph, you now decide to excavate the right wing of this structure. There are faint moans echoing underneath the door, but you still venture forth...

Equipment
Hand Gun Bullets
Ribbon
Green Herb
Shotgun Shells

Map to 1st Flr.



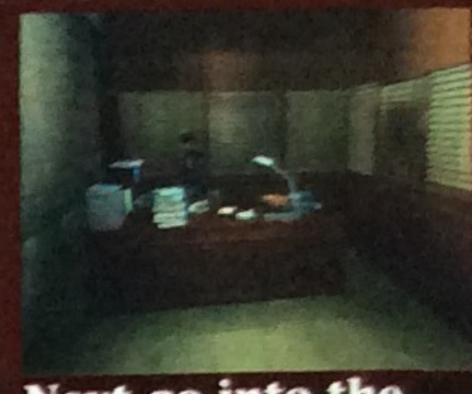
After going through the main hall's right doorway, enter the blue double doors to Leon's right. This room is filled with ex-officers who are bad to the lifeless bone; they respond to your entrance with faintly recalled surprise party plans that are now as mutated as their feeble forms.



Give these undead a pistol-whip party with a 9mm flurry down each of their spluttering throats. Watch for the sly one playing possum!



Once the coast is clear of crawling creatures grab the Ribbon stuck in a pool of slime on a small table near the entrance.



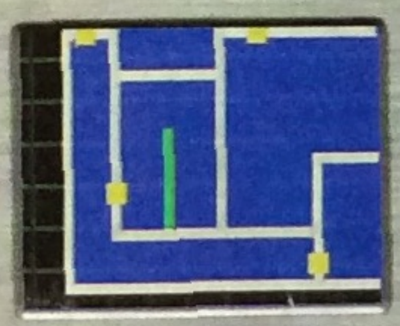
Next go into the separated office and grab the Herb secretly kept behind the desk.

GOLD 200-5



Finally use the code in a file you should have (if you don't, try dialing in 2236). Lo and behold! A box o' shells and a treasure map, ya' scurvy sea-dog!

Equipment
Handgun Bullets
Patrol Report
Ink Ribbon
Crank



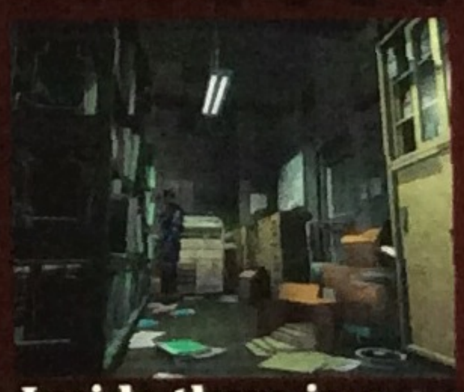
Quickly head back to the other side and open the Spade Key Door near where you first encountered one of those wall crawling, mutant frog-looking Lickers.

Required



Spade Key

200-5



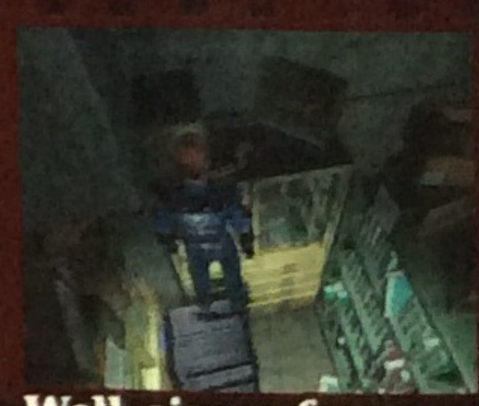
Inside there is a Ammo laying in obvious view, but a search deeper will also reveal a file of interest that catches Leon's strained eyes.

GOLD 200-5



In the yellow cabinet is a Ribbon, and on the other side of the files is a ransacked cabinet with a box of bullets. Hmm... A step-ladder and a crank. Could this be a puzzle...?

200-5



Well give a few pushes to the step-ladder in the direction of the crank. Step up and grab an item you won't be using for a loooong time.

R.P.D 2nd Flr.

Survival Horror Tactics

Leon

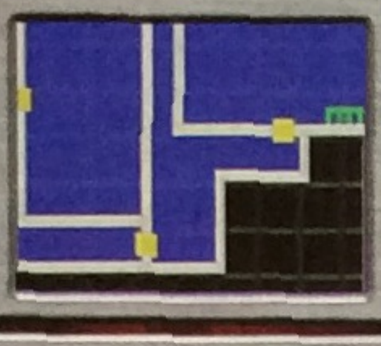


Using the new key until it's no longer vital, you dart back to the second floor; taking a brief break by the save room to play around-the-world with that crank. Go up the stairs, pass the statue-door, down the next hall, and you've arrived.

Equipment

Handgun Bullets

Waiting Room

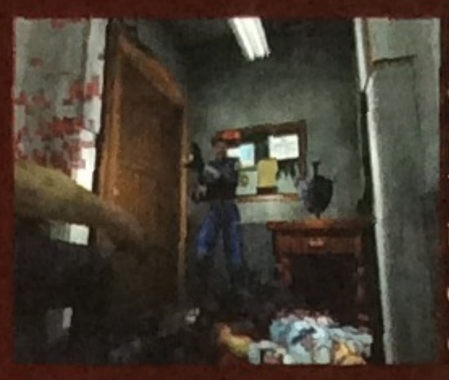


When you bust open this door with guns ablaze you'll find yourself to be the one who's been caught by surprise (actually the stranger being dissected by decaying dentures was caught even more unawares than you). Pass the picnic and patch on the pistol-powered heat!

Required



Spade Key



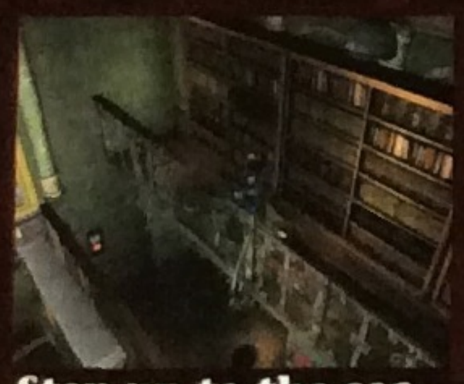
Run past the "chomp-down" and take the small passage way to the right. This will give you a good bunker in which to engage the decadent devourers in battle.



It's very rude to interrupt a zombie whilst he's in mid-rend; blast the diners with bursts of bullet barrages thanks to the sweet Shotgun.



After the creature decapitation has ceased take a stroll down the other hall and resupply a bit of stock to the searing-tipped firearm at your side.



Step up to the second floor then walk around the bend until the broken area in the guard-rail. Fall and proceed...



After landing, take a look at the panel to the left of your screen. This pattern is duplicated in the main library.



Exit by hitting the red switch. By pressing both the left most bookcases switches "right" you will open the panel.



Walk back to the ornate panel of loveliness and carefully take the Bishop Plug. This will be useful later in the game; for now though, it's chest fodder.

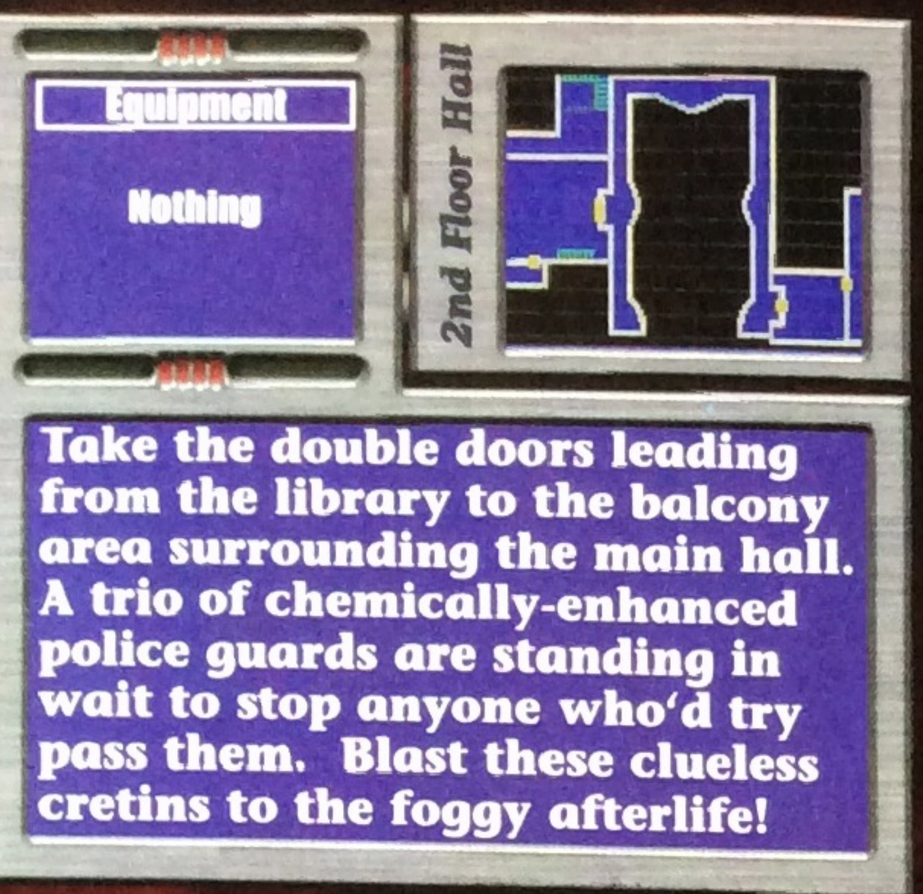
Library

Equipment

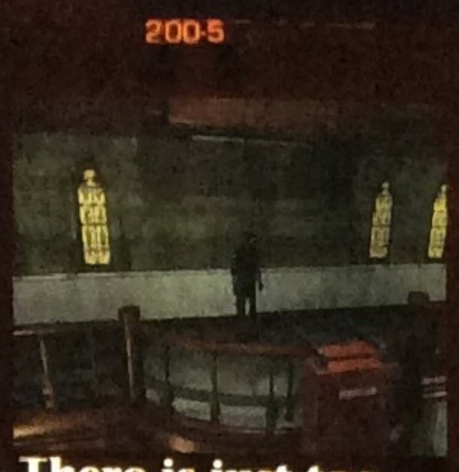
Red Herb

Bishop Plug

Now, after that lunch-losing ordeal, pass through the door near your bunker area (north of the desk). This large book-filled room would seem to hold many things of literary intrigue, but alas it holds only a puzzle and a plant. This plant isn't normal, and neither is the puzzle's entrance point.



Take the double doors leading from the library to the balcony area surrounding the main hall. A trio of chemically-enhanced police guards are standing in wait to stop anyone who'd try pass them. Blast these clueless cretins to the foggy afterlife!



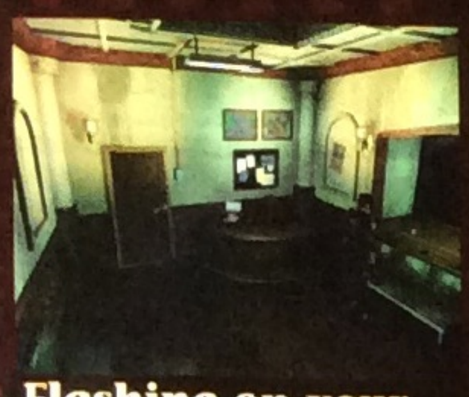
There is just too much room up here for these zombies to have a chance at even grazing a sprinting Leon with half a brain (that's still half alive).



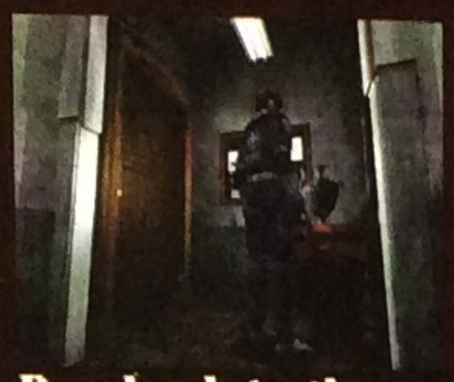
In between the zombie-cide, take a second or two to lower the ladder which links the second and first floor halls together.



This level-link is more useful for those heroes who save frequently or are not rushing headlong through the game's lusciously livid law building.



Flashing on your right as you enter the room on the east side of the second floor main hall is a small key.



Run back to the desk near where the zombie eating frenzy occurred (outside of the library-like room) and open the desk there. A magnificent modification can be made now.



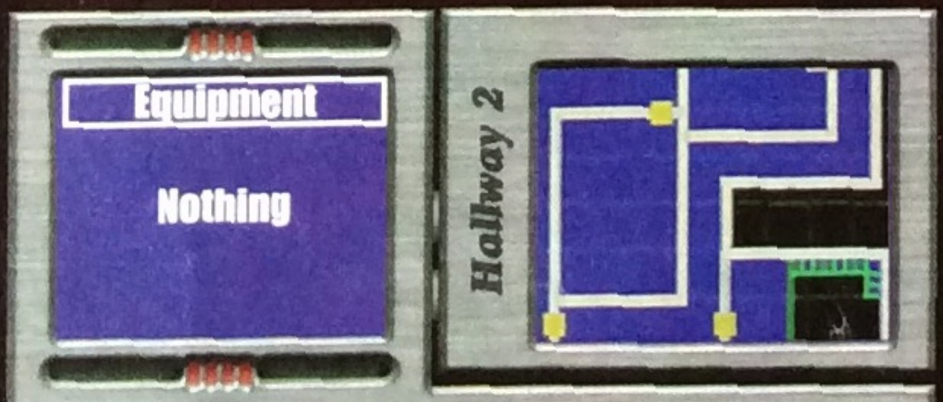
Return to the second floor waiting room. Then, at the chest, free both of the Red Jewels from their brief imprisonment. In the near future you will learn the sparkling part they play.



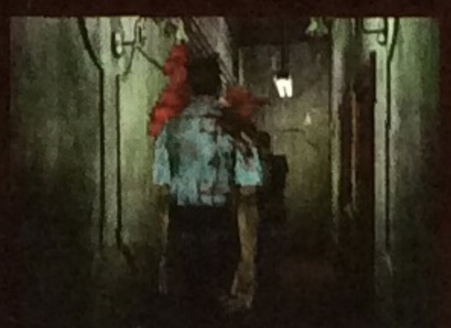
With the second floor main hall made zombie-less you can proceed eastward through the door opposite. A time for rest, reading, and remembrance (save your game!) is now afforded to you. Take the only precious beauties you've encountered so far with you as you exit east.

Next, read the diary on the counter. After absorbing its scholarly innards, take the Ink Ribbon and inscribe a record of your progress.





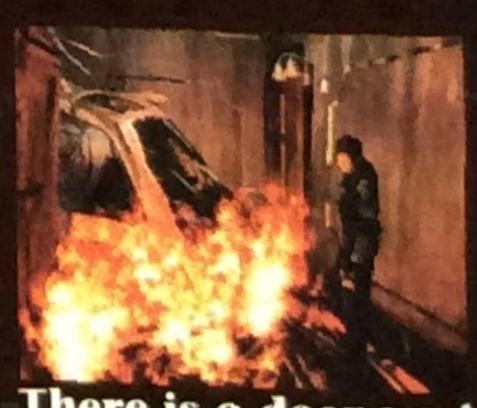
After a brief break in the zombie body busting, you encounter a seemingly small challenge which quickly escalates to fever-inducing fahrenheit ferocity. A flaming helicopter added to an undead monster creates a hobbling horror that cooks as it kills!



You can waste the first zombie you see without breaking much of a sweat...



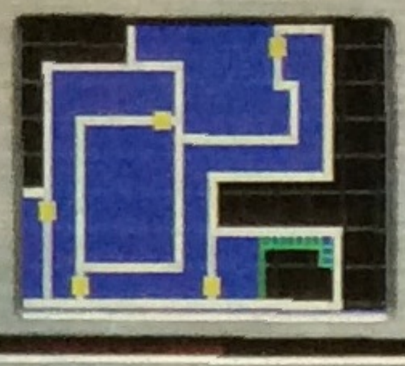
The next beguiling body slowly closing in from around the corner is another story altogether. Ventilate his cooking flesh as his body feeds the fires upon him.



There is a door past the flaming helicopter, but no matter how much you suck up the pain the flames push you back. The heli must be doused!

Equipment
Hand Gun Bullets

Hallway 3



Since your way is blocked by a burning broken behemoth you decide on the door on the more temperate part of the hall. The next scene you witness (and become an unwilling participant of) begins with a picked-apart police officer sprawled unattractively across the hall's floor. Soon after, the calls of crows gradually increase; this leads to an experience straight out of classic horror.



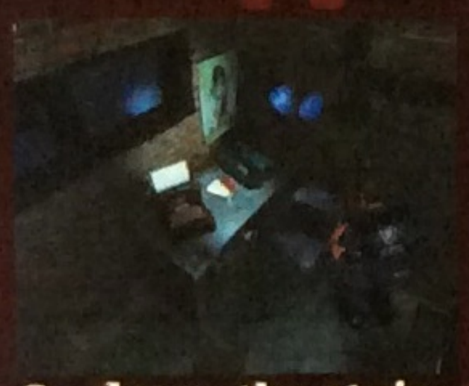
Although the crows are getting hungry just looking at you, you can still frisk the remains of the cop in order to lift an Ammo that will be of no use to him any more.



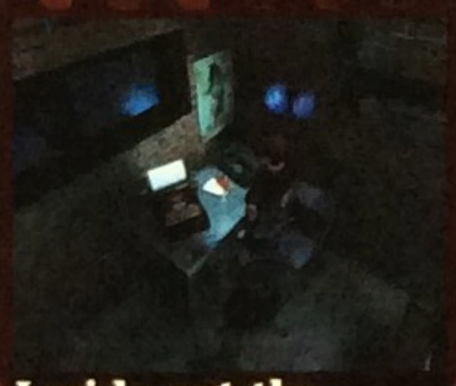
After blasting the scrawny stragglers that are still minding the body, you proceed deeper into the hallway. CRASH! The glass shatters as fast as your gun is triggered!



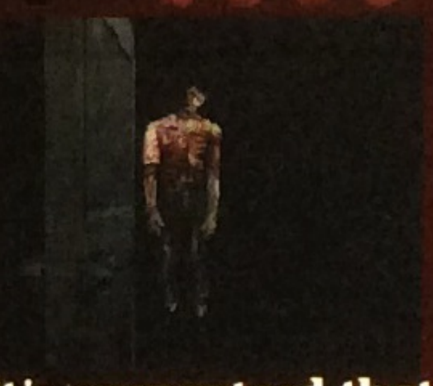
Closed eyed, stiff legged, and vibrating wildly from the repeated recoils you put an end to the music for these unusually aggressive avians!!



Go down the stairs near the copter, and get to the backhouse by burning rubber (your shoes' soles) or busting zombie brains.

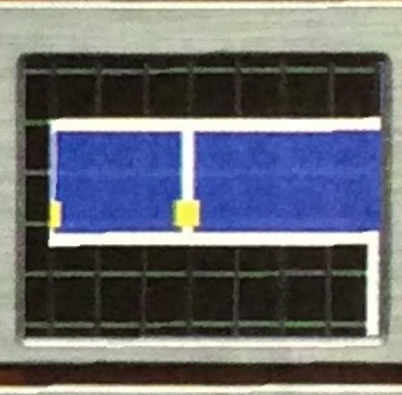


Inside get the Valve Handle and pack away the shells for another wormy dead person. Next, use the Ribbon you find to record your game on paper.



It's guaranteed that the door within is agitating your curiosity, but it's recommended that you keep it in check. The door's a trap...sad, but true.

Back House

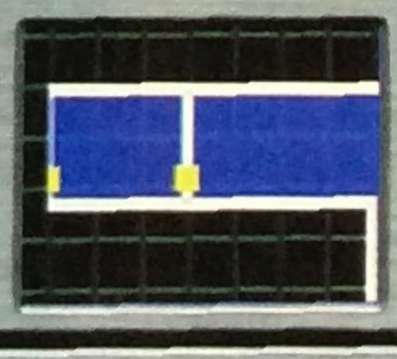


Equipment
Valve Handle
Hand Gun Bullets
Ribbon

The crow hallway leads to the other side of the hapless helicopter blocking your presence. Note that the unfortunate flaming pilot (who was put to sleep a little earlier) was very unlucky; just missing a water storage container above. If only you could use it to douse the derelict chopper...

Equipment
Nothing

The Helicopter



Make your way through the zombies you dodged, or the bodies of the zombies your mutilated, on your way to the backhouse, and go to the water main.

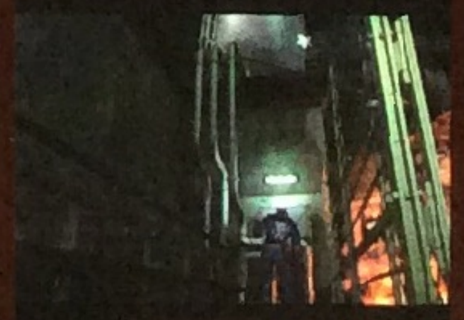
Required



Valve Handle



The water main valve is behind a little fenced off section near the copter. The water container is damaged. If you could dam the flow of water...

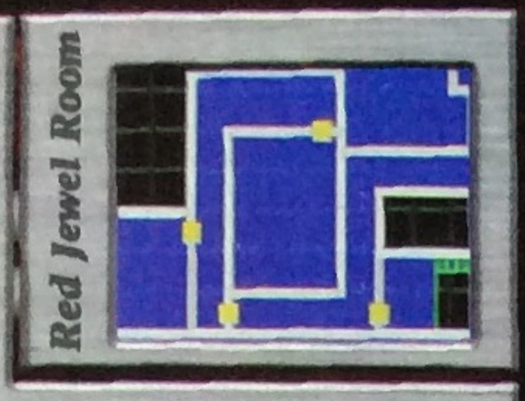


...by the intelligent use of the Valve Handle and a little elbow grease, you might make it overflow onto the crumpled wreak crackling nearby.



The strategy is a success! You have caused the water level to rise above the hole and pour onto the copter. You can now investigate the door that was inaccessible before.

Equipment
Shotgun Shells
Diamond Key
King Plug



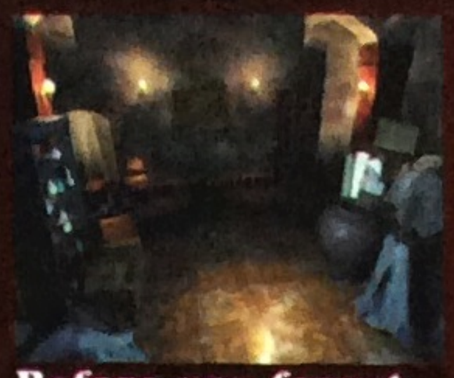
Inside the room the red-hot wreck was blocking, is a statue puzzle of a different variety to the first you encountered. This one requires the precise placement of a certain two items that were scattered throughout the department. These should be in your inventory, so the puzzle is already half solved!

Required



Red Gem x2

200-5



Before you forget, grab the Shotgun shells resting innocently to the left. You're about to need the power of this weapon, so stock up on the buckshot.

GOLD 200-5



The glimmering treasure to the left of the puzzle's impressive structure is the Diamond Key. This diamond can be an operative's best friend.

200-5



Next, place the two Red Gems into the slots of the busts on each side of the main sculpture. This will trigger a cleavage separation that reveals a rigid Rook Plug!

GOLD 200-5



Store this puppy away in your bag of tricks and head over to the save room nearby. Store the Plug, Gun, and Ammo; acquire the Shotgun, Small Key, and Shells.

R.P.D 1st Flr.

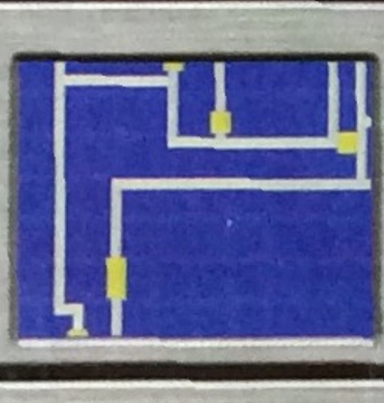
Survival Horror Tactics

Leon



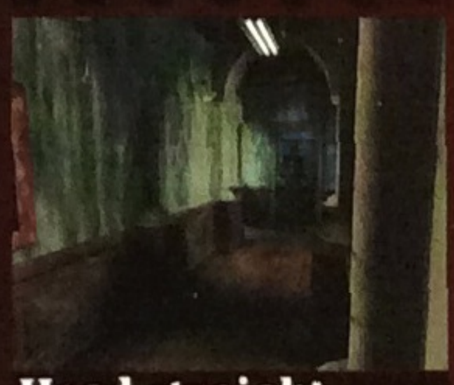
The haunting creaks and moans of the chests puzzles has sent shivers rampaging up and down your spine. You quickly rearrange you inventory for power enemies and record your progress. You are now beckoned east.

Equipment
Green Herb x4
Red Herb



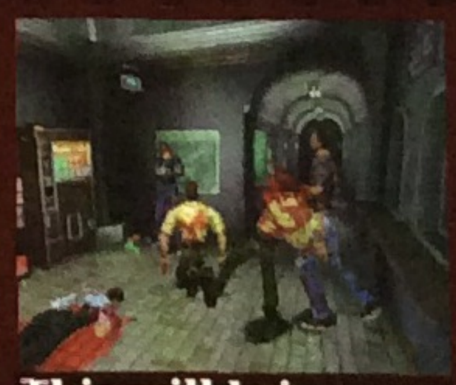
Pass through the east door of the save room, make a right, walk to the end of the hallway and go through the door to Leon's left. You are on your way to the Interrogation rooms. This thought almost brings you to sorrowful laughter; thinking about the futility of such a room against the current criminals.

200-5



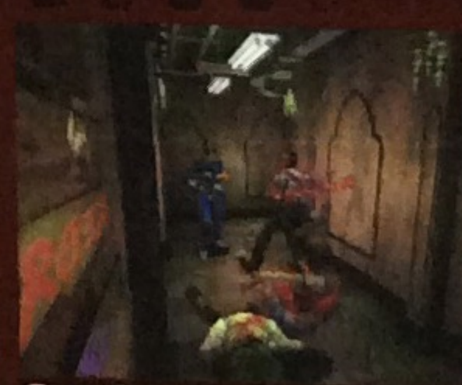
Head straight down the hall and unlock the first door you hit. Head down the stairs, through the East Office, and make a right as you exit it.

GOLD 200-5



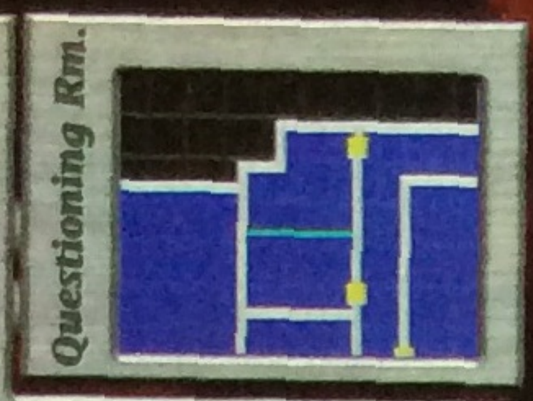
This will bring you into a lobby-like lounging room. Six slobbering zombies are waiting to feel your gunpowder accelerated molten mayhem. Round the corner and go down the hallway.

200-5



Go through the door to your left and deck the halls with obliterated bodies. Enter the gray door near the Red Herb (after you collect the herb and combine it with Green).

Equipment
Small Key
Electric Cord
Rook Plug
Health Spray

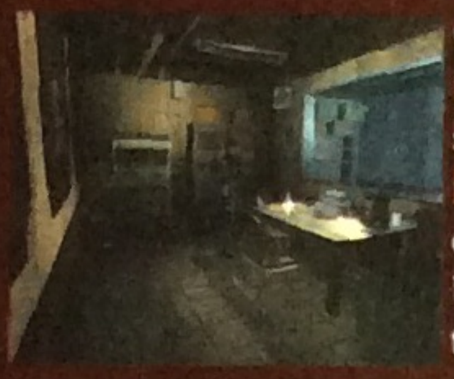


Leon will be asked some important questions in this set of interrogation rooms. Questions about how he responds under pressure and surprise will be asked by a leaping Licker.

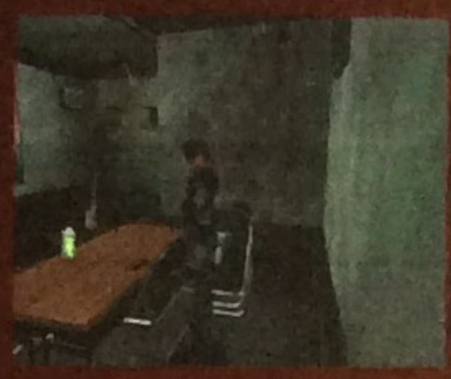
Required



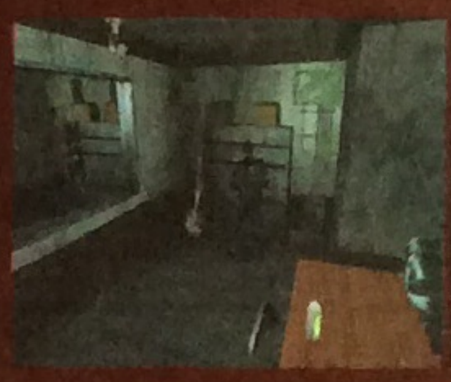
Diamond Key



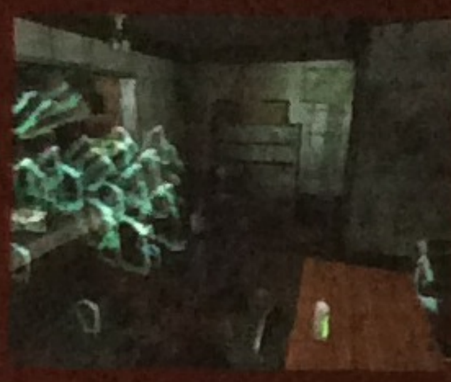
Checking the 'watchers' room first you'll find a small key. Nothing else is worth examining so exit and go into the Diamond Key door to the left.



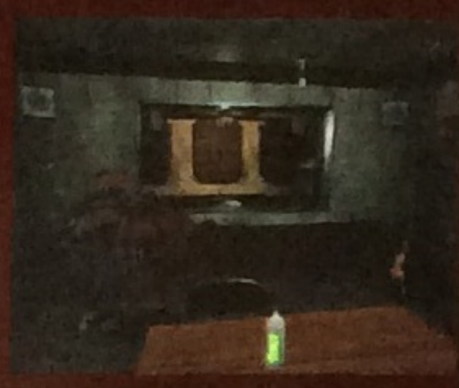
Grab the Electric Cord first, as you make your way around the room. Then head over to the glistening goody egging you to come closer.



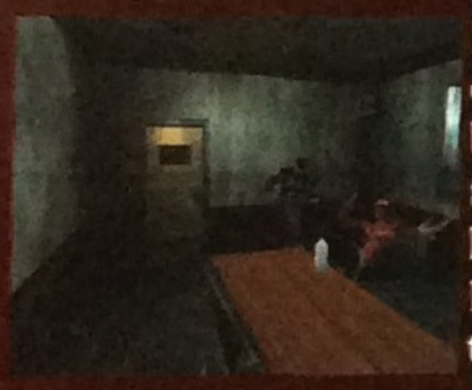
Here lies the Rook Plug. Its use, as with the other Plugs you've found will be discovered later on in the game.



Last, but certainly not least is the Health Spray which would make a wonderful addition to your inventory. However, it comes at a rip-roaring price...

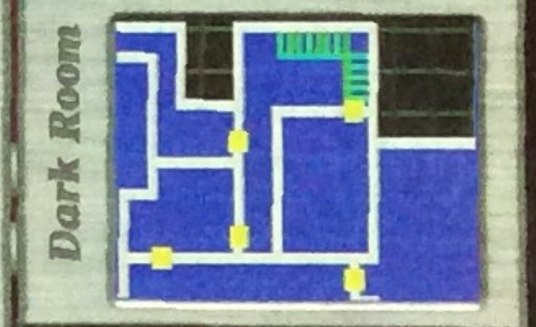


As soon as you approach the Spray you'll be ambushed by a frog-leaping, tongue-slinging, cheetah-clawed zombie beast! He comes quick and hard so keep your cool..



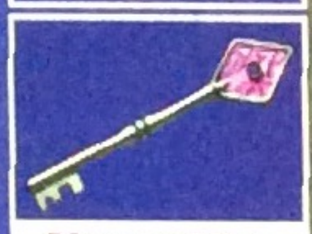
Blast him a few new sockets for its blood-red eyeballs. You may have to take a couple of scars, but heart will win the day. Exit and make your way to the save room.

Equipment
Hand Gun Bullets

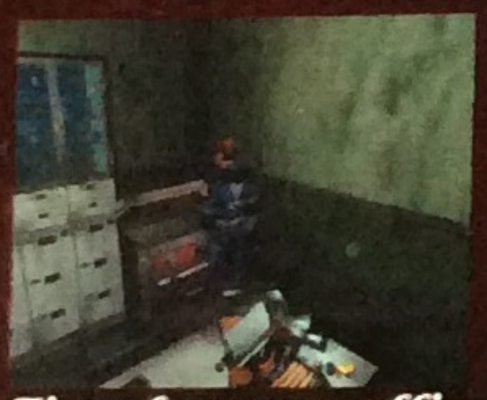


After catching your breath, and filling the vacuum filled lungs trying to escape through your throat, exit the Interrogation area and head west. You need to go to the dark room under the west stairwell. To get there, go through the double doors (use the Small Key on the desk), the next door, and the hallway you first met the brainy beasty that falls from the ceilings with glee. Pass through the boarded window area next, and when you exit the door you'll have finally reached the desired dark destination.

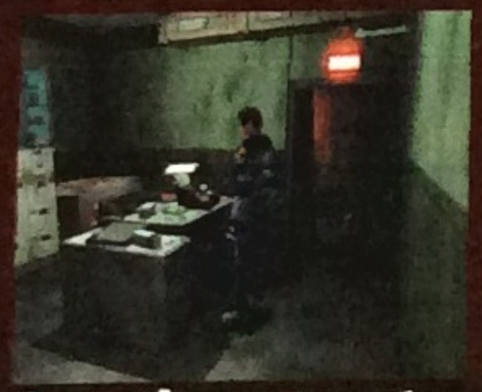
Required



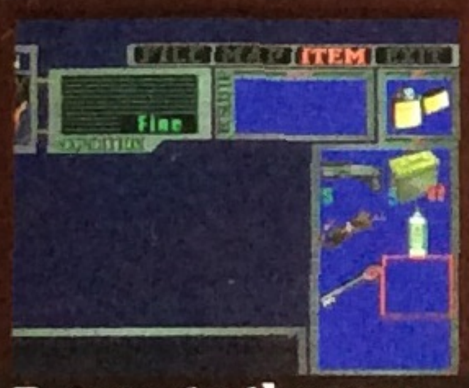
Diamond Key



Time for some efficiency in your inventory. Store away the Rook Plug, and remove the Ribbon.



Save the game at this point. You're doing well (you're still in one piece), but this corrupted quest is far from over.

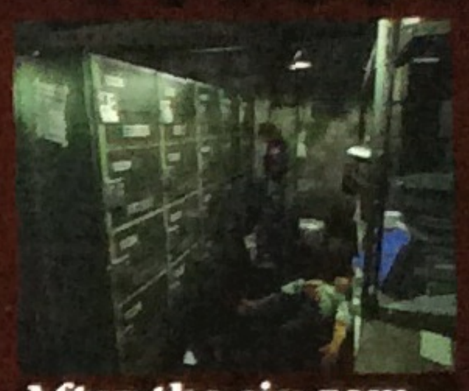


Return to the wonder chest (how do these things connect anyway?) and slam-dunk the Ribbons overhand-style. Take the items in the picture above as you exit.

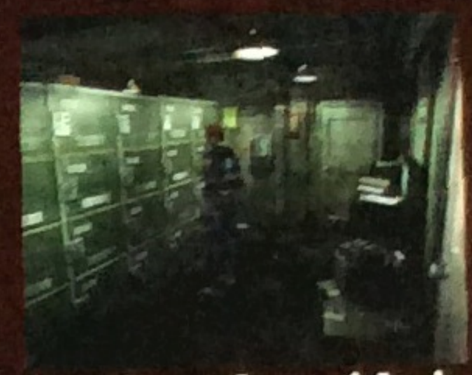




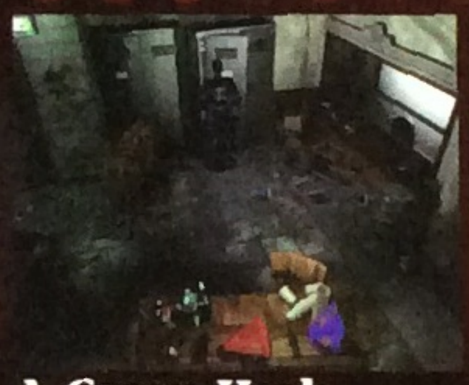
These undead are searching the files for a cure to their sick syndrome, but that won't keep them from indulging in a midnight snack.



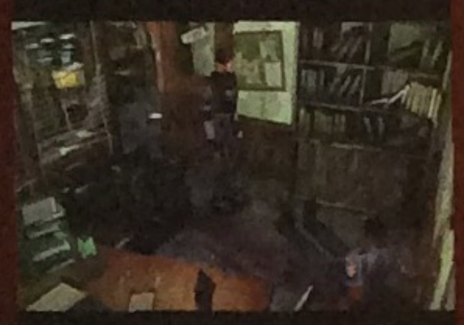
After the six zombies are ready to be put six-feet-under, examine the back files and you'll find a film roll that can be developed in the darkroom adjacent to the save room.



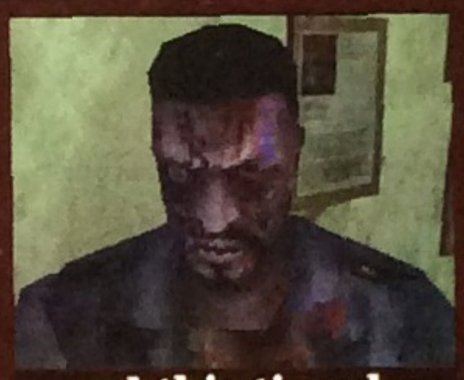
On the other side is an ammo stash of Shotgun Shells. Collect this and head out the red light door to check on "old Testy Timothy, the injured cop".



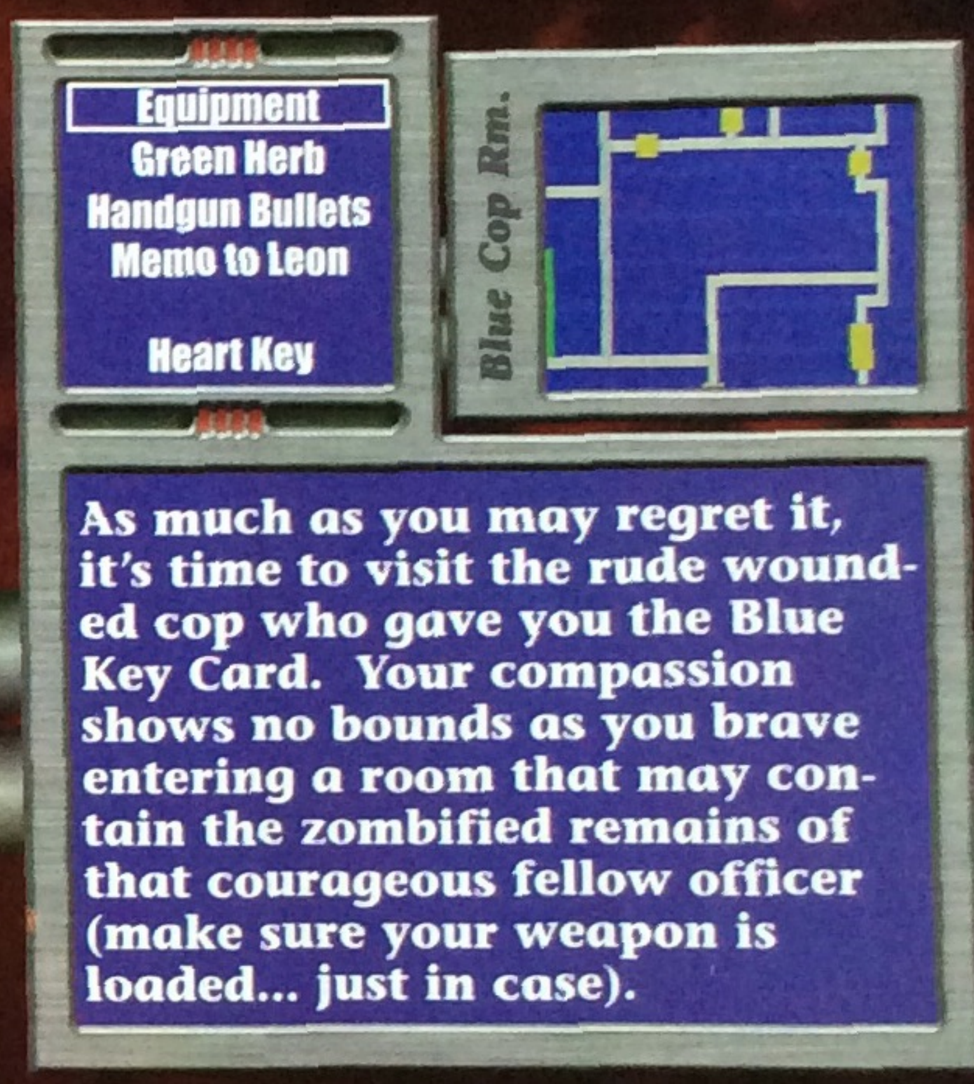
A Green Herb greets your unceremonious return, and a box of ammo awaits you in a locker. The rancid remnants of a bloody battle draws you into the small office...

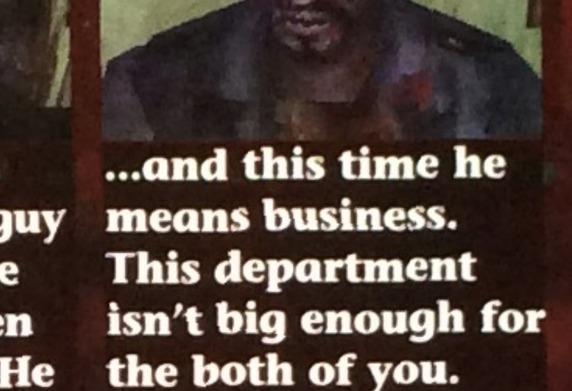


...where you find your buddy, the guy who gave you the key card and then kicked you out. He doesn't look very well at all (keep your gun ready)...



...and this time he means business. This department isn't big enough for the both of you. Blast his head apart and grab a File near his twitching body.





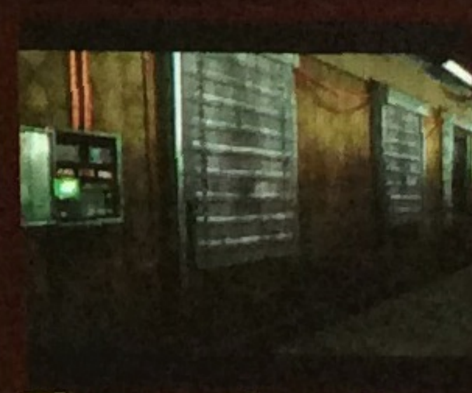




This is he door that you use the Heart Key on. Chuck it in the trash can afterwards; its usefulness is already spent.



The hallway is eerily quiet. Never before has the absence of noise made your ears ring so badly; every sound is amplified many multitudes. But the Shotgun Arms will keep you safe.



The panel on the wall can be jimmied with the electrical cord. It will trigger large metal sheets to defend the windows from unwanted trespassers.

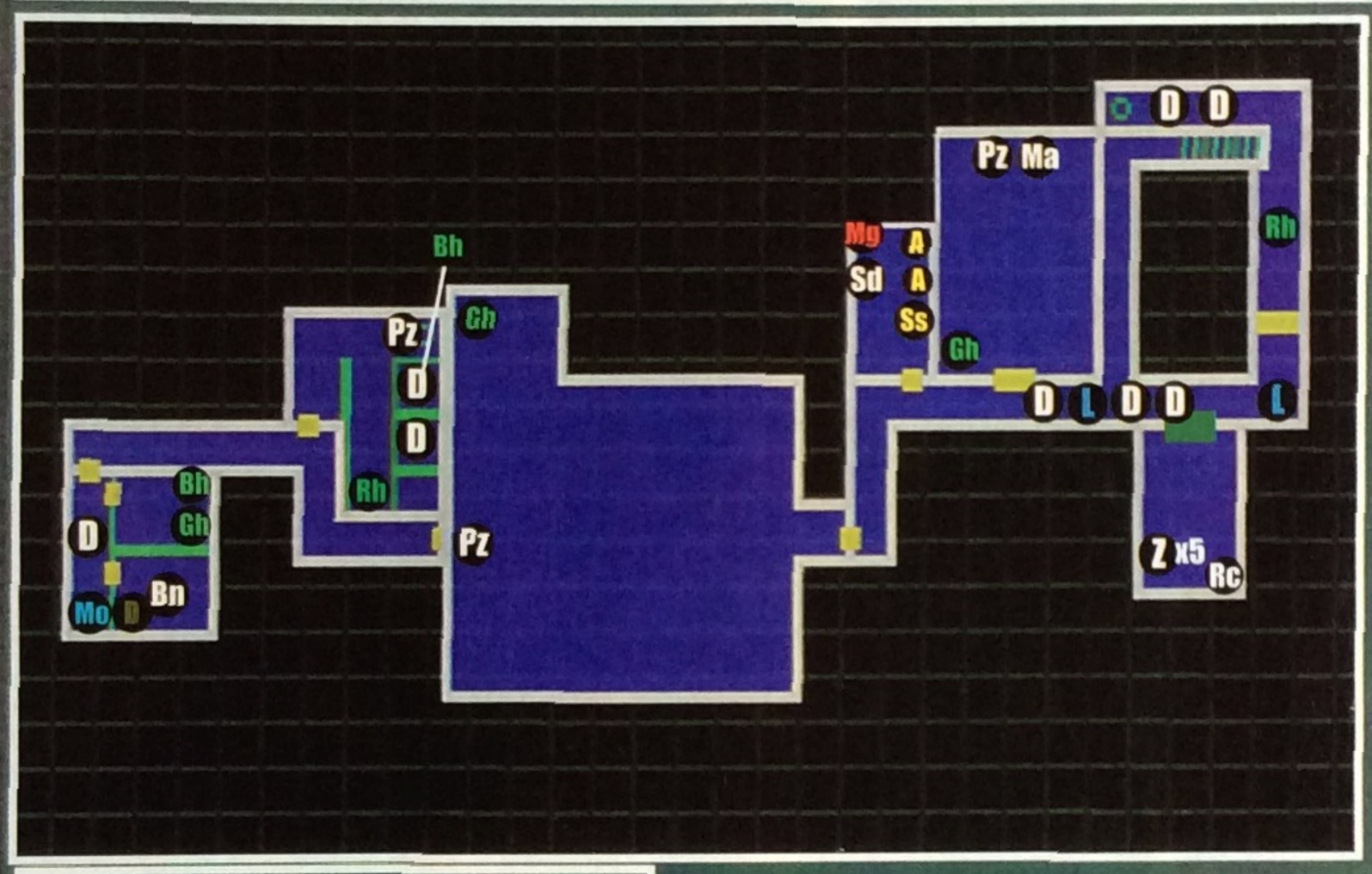
R.P.D. Basement

Survival Horror Tactics

Down the stairs you go. The underground area may hold the clues you need to understand what horrendous misjudgment has happened, and a way for you to avoid becoming a permanent part of this terribly twisted town.



R.P.D. Basement Map



Items Key



A x2 — Hand Gun Bullets



Gh x3 — Green Herb



Bh x2 — Blue Herb



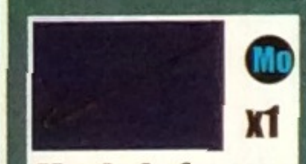
Rh x2 — Red Herb



Ss x1 — Shotgun Shells

Key

Z •Zombie
D •Dog
L •Surprise Licker
Bn •Ben
L •Licker
Sd •Sidepack
Ma •Map
Pz •Puzzle
•Club Key Door



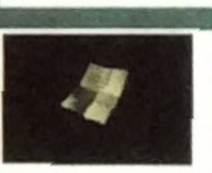
Mo x1 — Manhole Opener



Rc x1 — Red Card Key



Mg x1 — Mac-11 Submachine-Gun



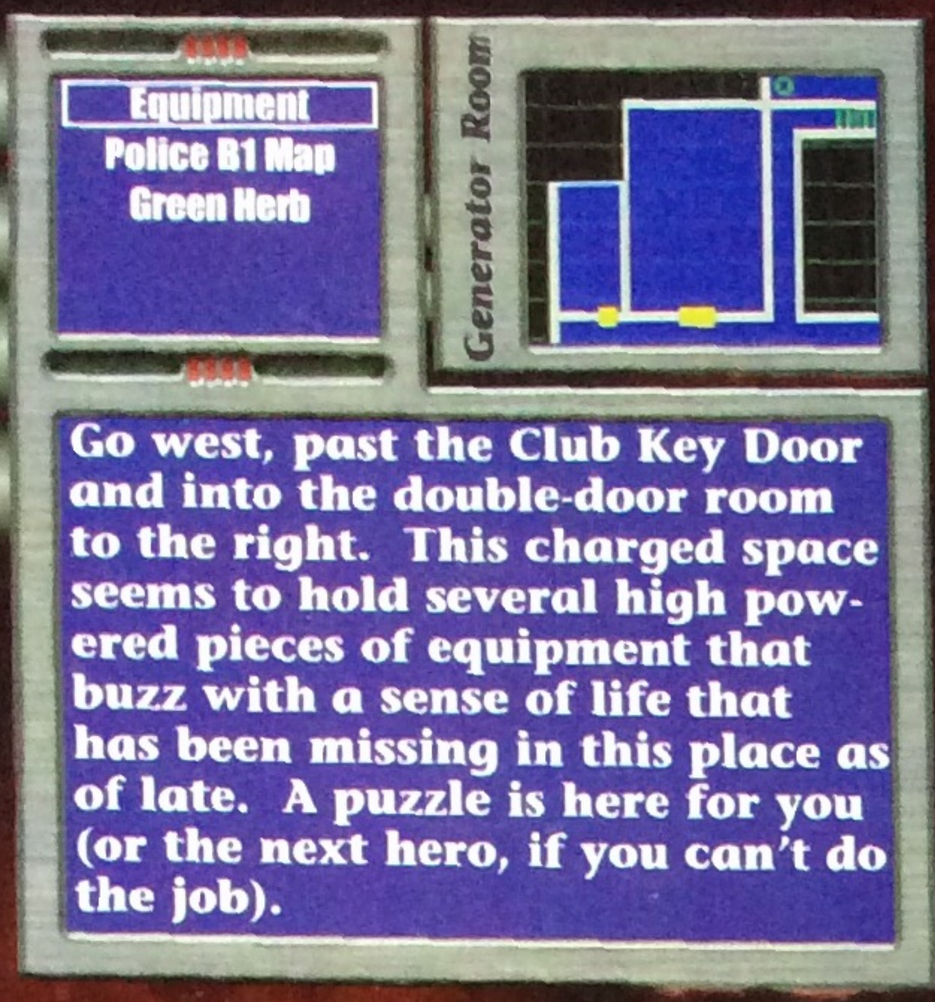
D x1 — Mail to the Chief

Down the seemingly quiet hall is a single cerebus canine, and at the first intersection you come to will be two more decaying dogs on paw patrol. Avoid their surround tactic and begin hunting season today!

Keep them on one side and attacking at the same time if you can; then head past the Club Key door to the east and go to the North through the double doors. Around the corner is a trap...

...guaranteed to make you canine quarry unless you back up when they leap. The Red Herb before them can be left, collected, or used; it's up to you. Go down the manhole after the fight and use the save room.

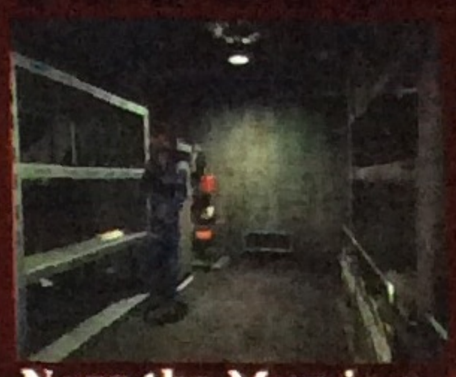
To get a close starting point it's a good idea to go to the save point as soon as possible. It's northeast of the first intersection you encounter. A couple drooling-dog lined hallways are between you and rebirth so be on your awares. Challenge them to a final game of fetch with their shotgun-thrown gray matter.



Go west, past the Club Key Door and into the double-door room to the right. This charged space seems to hold several high powered pieces of equipment that buzz with a sense of life that has been missing in this place as of late. A puzzle is here for you (or the next hero, if you can't do the job).



To Leon's left as you come in and behind the softly humming machines are two items worth your time. A map to this level and a pot of Green Herbs.



Near the Map is a puzzler for you. "How can you get the right voltage?" you think. A better question is "how many ways can you get the right voltage?" (there are many).



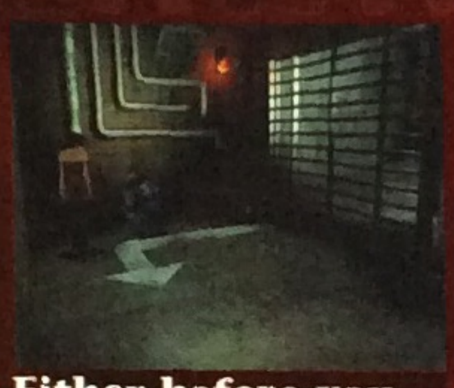
The above picture shows one way of solving this little mental appetizer (up,up,down,up, down). Now that the electricity courses correctly you can enter the Parking Lot to the west.



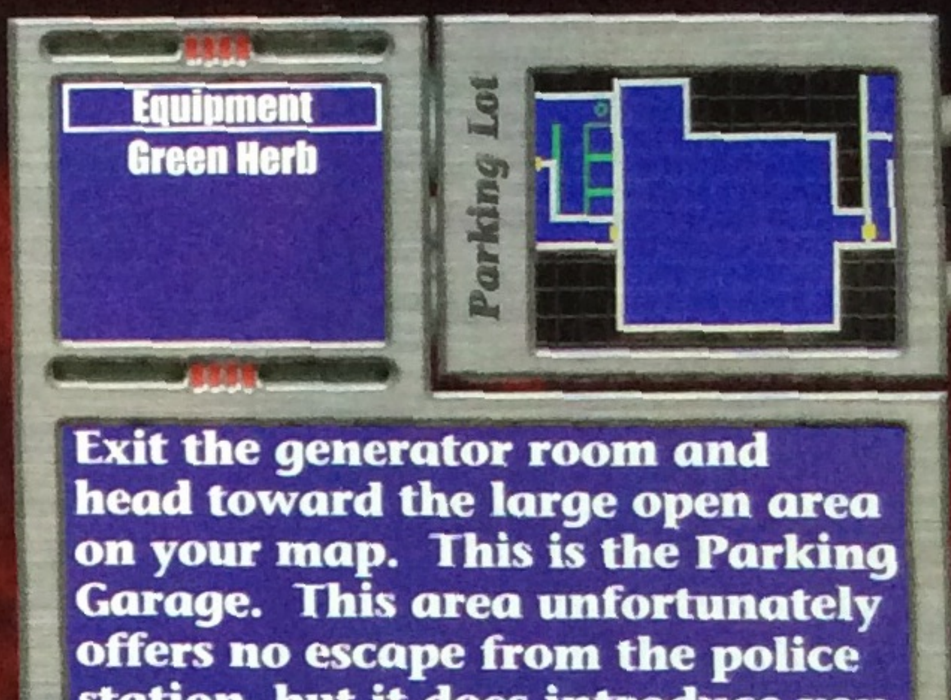
Interrupting your exploration of this area will be a warning shot from miss Wong, followed by a brief dialogue. She's searching for a man named John.



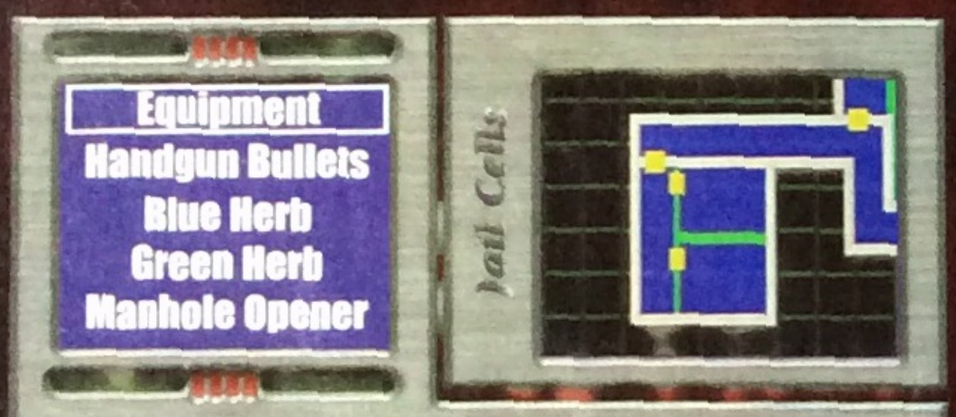
This way out is blocked by a Police Van. With the help of Ada you can push it from in front of the door. It's wonderful what she can do in that dress.



Either before you go through the door, or later when re-enter the cop car cemetery, grab the Green Herb near the vehicle exit. This may be needed soon.



Exit the generator room and head toward the large open area on your map. This is the Parking Garage. This area unfortunately offers no escape from the police station, but it does introduce you to the first capable survivor you've come across. Ada Wong is as shapely as she is sharp with a pistol. Sweet.



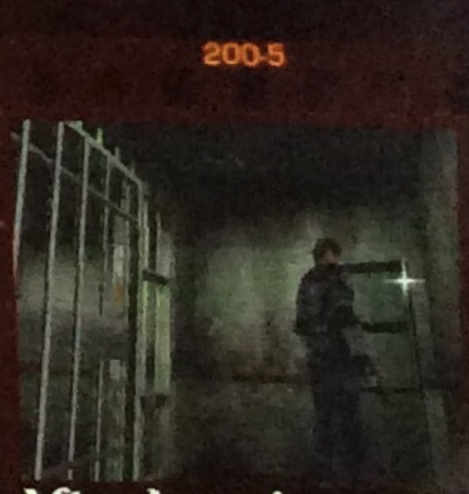
Follow the hallway to the other end. Confiscate the unclaimed ammo near the door for yourself and then enter the door on the left. After talking, you're going to get sucked deeper into the morass of treachery and misguided intellect that makes up the story behind what is happening to Raccoon City.



The first cell has a set of Blue and Green Herbs. The Blue Herb can be ground into a powerful antitoxin which may save your life in the future... the very near future...



Once you get in front of the next cell a man named Ben will give you unpleasant attitude and insist upon cowering in the cell instead of letting you aid him. The nerve of that guy...!



After learning a little more about what went on here before your arrival, grab the Manhole Opener next to you. Say farewell to Ben and follow his advice about going to the kennels.

Equipment

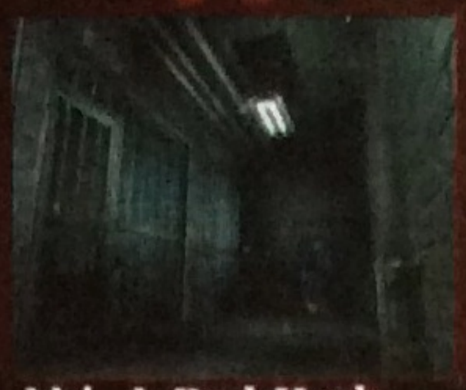
Red Herb
Blue Herb



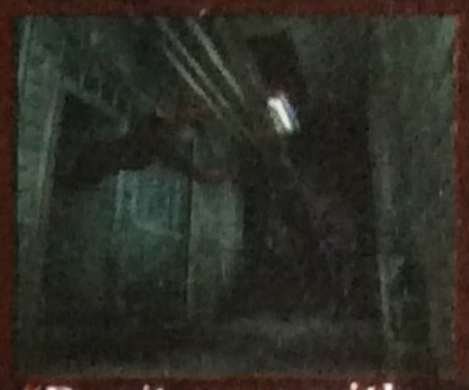
You just don't seem to get along with the flea-proof "vermin shepherds" roaming around! They appear harmless behind those bars, but you must NEVER drop you guard; even for an instant of relaxed gardening.

Required

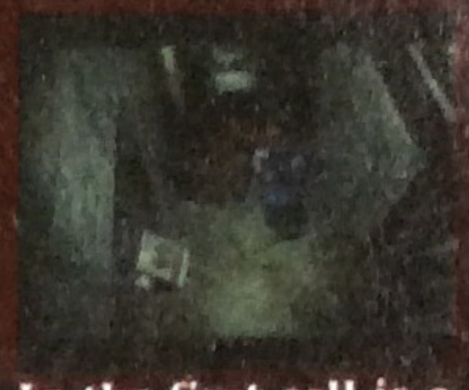
Manhole Opener



Ah! A Red Herb. Sitting so peacefully with nothing else around. The resounding clang of a dog jumping against the iron bars which are straining to hold it back will put a pointy gash into those fairy fantasies...



"Don't mess with a dog's master." This is common sense to all but the most dense, but when the master is a scarlet weed, it's a hard rule to follow. Blast fast and furiously!



In the first cell is a Blue Herb. If this and/or the Red Herb isn't needed you can just bypass the dog and go straight down the manhole.

Sewage Disposal

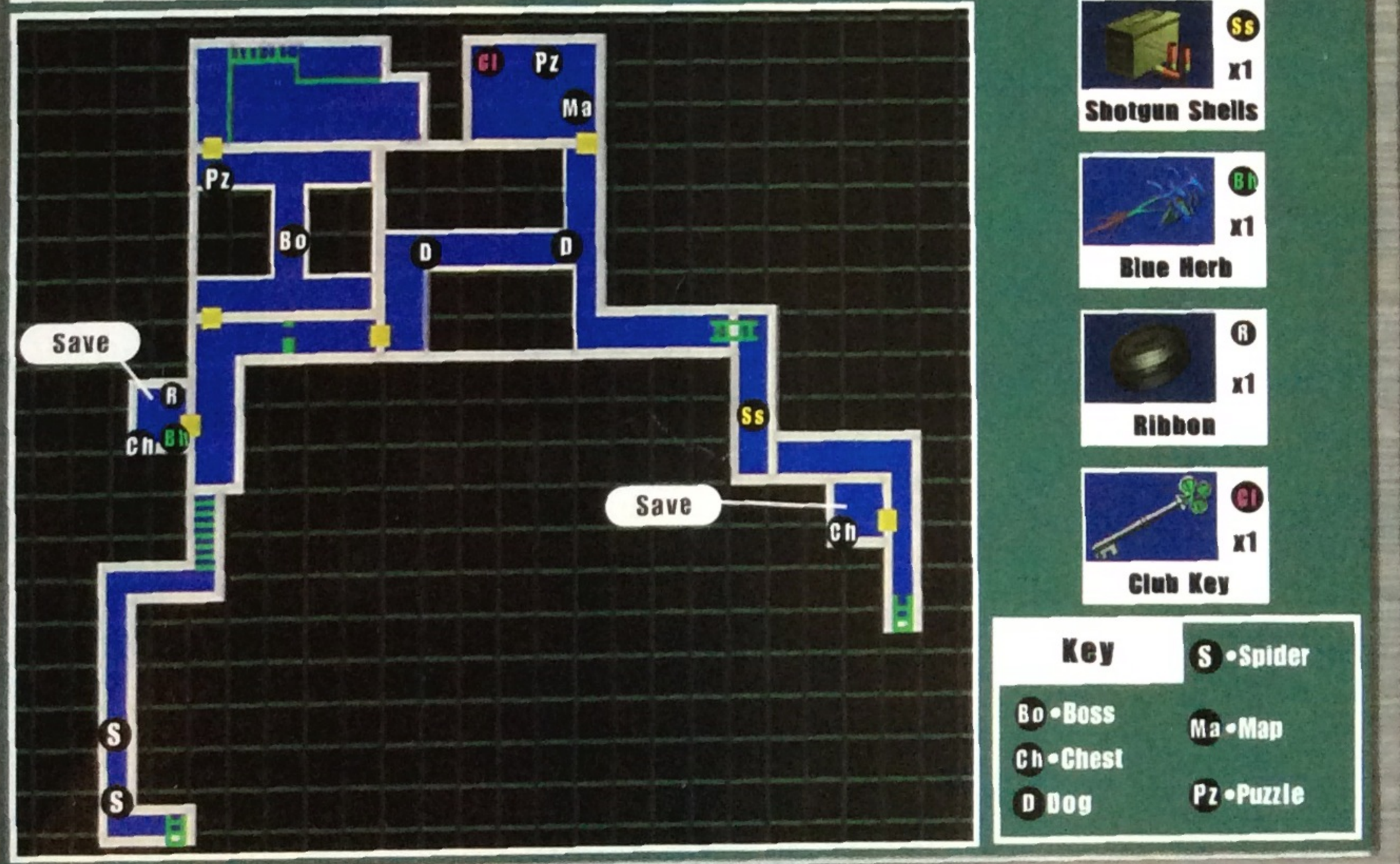
Survival Horror Tactics

As you step off the flesh and fluid-stained ladder you look at the moisture thick surroundings. You are now in an algae-lined passageway which is filled to the shins with water of questionable contents and... arachnid hairs!?

Leon



Sewage Disposal



Items Key



Ss x1
Shotgun Shells

Bh x1
Blue Herb

R x1
Ribbon

Cl x1
Club Key

Key

S • Spider
Bo • Boss
Ma • Map
Ch • Chest
D • Dog
Pz • Puzzle



Do those crazy decomposing cops know how to make a newcomer feel welcome or what? Walk in a new area; fight a new meat-mincing monster!



This fearsome jurassic spiders' belch is much worse than it's bite. A touch of their olfactory omissions and a Blue/Green Herb patch is what you'll be craving.



Go up the stairs at the end of the sewer and into the door marked "storage" (look at the floor). Get the Blue Herb, heal, remove the three plugs you have, and make a note with the typer.



A creepy crawly passageway is the only way to get where you're going... maybe you shouldn't have trusted "cowardly Ben". Wet, dark, and quiet, this place has attracted the company of two furry spiders... and the two spiders here aren't your garden variety either (unless you garden in as-yet uncharted areas of the Amazon).



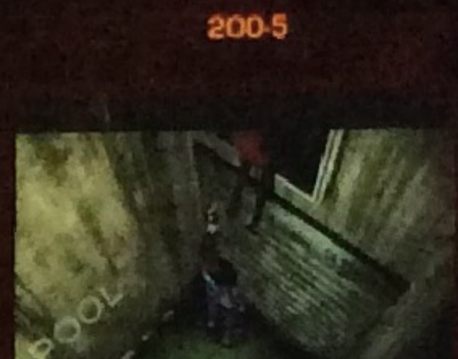
Exit the save room and go into the other door. This leads to a strange aged boiler room with a corroded banister. Cross the connecting bridge and place the Plugs you have into their slots; this way you don't have to tie up four inventory spaces when you come here with the last Plug.



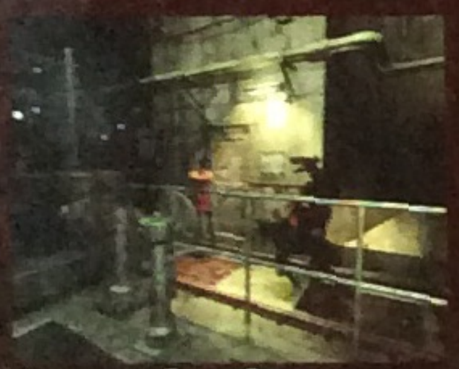
This is the panel that will receive the plugs you're carrying. Once this door is passed the story becomes a haunted roller-coaster ride to rival any known to man!



Put all three Plugs in even though this will not be enough to trigger the door lock to kick back and let you pass.



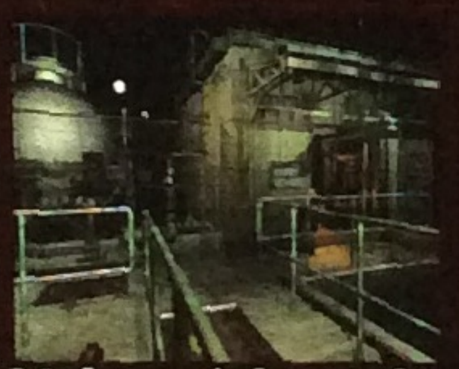
When you exit, Ada will be sniffing around nearby. You need to help her again so she can finally return the favors. Be a gentleman and lift her up to the ventilation duct. No peeking!



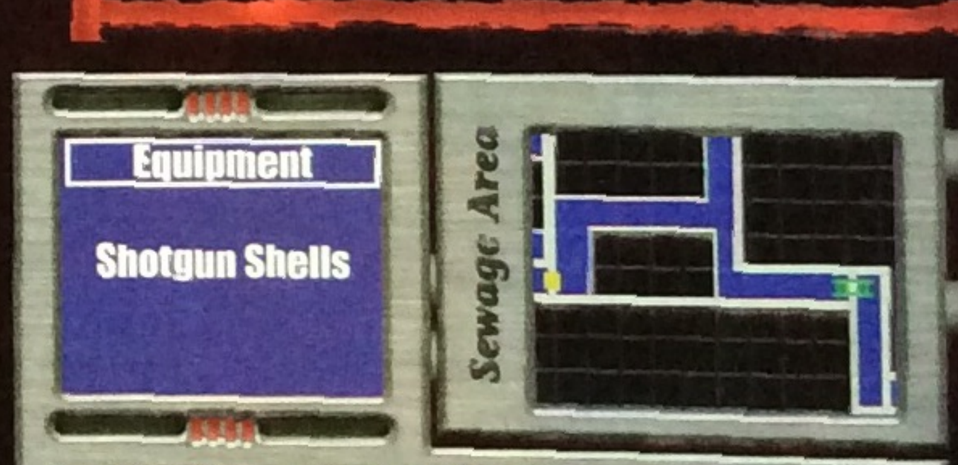
Open the door ahead of you Ada (you get to control this *femme fatale* for a while) and then walk forward enough to shoot the first of the two dogs.



Next, retreat into the corner and pick them apart with your pistol. Carefully time your shots so that you gradually, and gracefully, push them away from you.



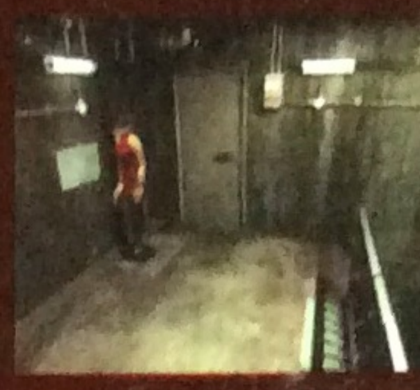
Make a right at the intersection across the unpleasant pool of pollution, and enter the shed-looking structure. Next, lower the divinely designed diva down the lift.



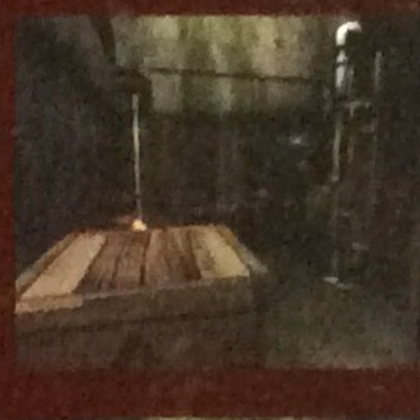
The elegant Ms. Wong navigates through the vent just right. She lands in what strikes one as some sort of sewage treatment area. This section of the map holds an item you need to progress further into the mystery tale you've been unwillingly and unknowingly cast to star in...



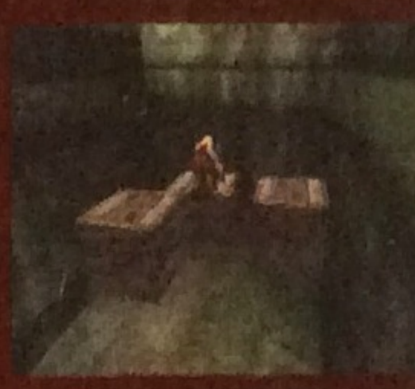
At the bottom is a package of Shotgun Shells. Although she can't use these herself, it will still be a choice acquisition. Now, go back up the lift...



To her right, on the wall is a map of the area you're trapped within. Grab this before taking the large steps along the wall to the lower level.



You must line these boxes up so that they make a bridge when you hit the switch that raises the water.



Most important to know is this tasty tid-bit: Pressing the X button allows agile Ada to curvaceously climb the boxes.



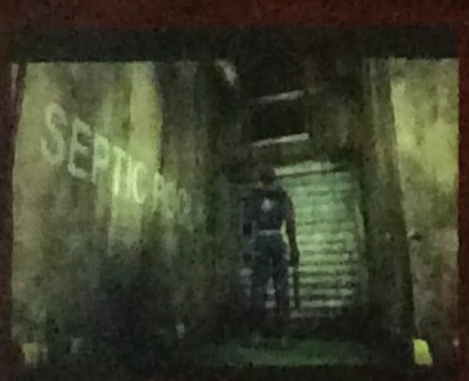
Use the climbing ability to push the middle box out of the way of the left one then push the left box to the back wall.



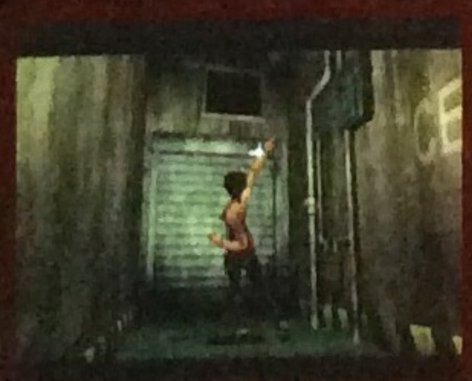
Begin the treacherous climb back up those large steps to hit the liquid level switch. Cross the make-shift pathway and walk to the cabinet.



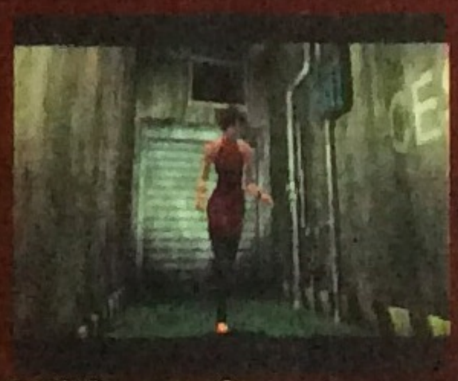
Inside is the last "Suit" Key you need, the Club Key. Take this back to where you first entered the sewage treatment area. Here you'll need to hand control back to Leon.



Leon greets Ada with a relieved sigh.



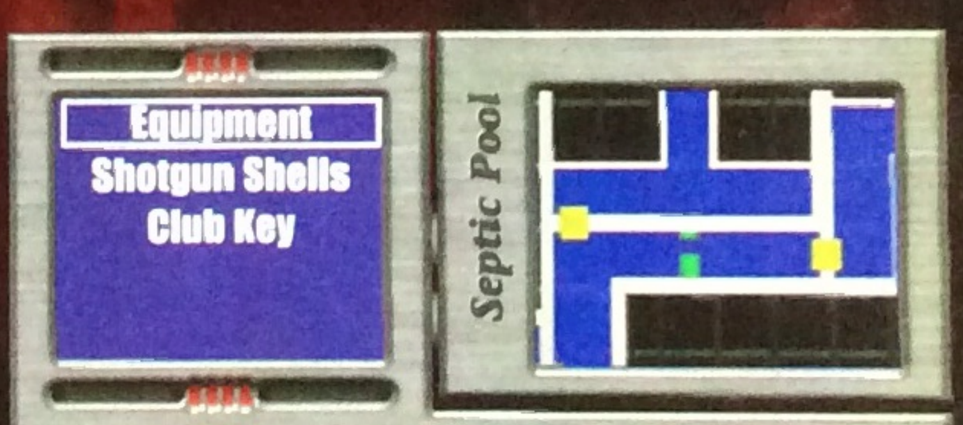
Leon needs the items she has more than she does, so she tosses the Key and Shotgun Shells through.



Without time to stop her she takes off on her own. You need to hurry and search those Club Key rooms. Who knows what state of humanity, or inhumanity, Ada may be in when you next meet?!



Enter the other door on the same side as the lift room. Inside is a mental positioning puzzle; Ada hates these inane intelligence insults so you;ll have to help her out. Follow the instructions beside and the last "card suit" key will be hers!

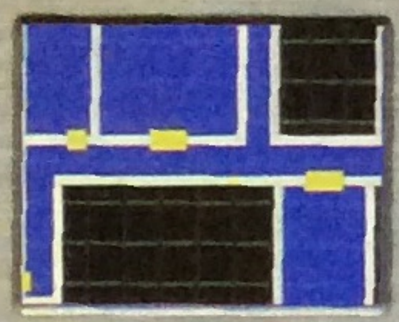


With this area excavated and found to be fruitless as an escape (but juicy and sweet tasting as a supplier of an essential item) it is now time to return to Leon. Your fun with Ms. Wong is waning. She will toss Leon the fruits of her tunnel journey and then take off to find another way out. With these items you now can access the rooms that you were barred from previously.

Equipment

Nothing

Hallway 1



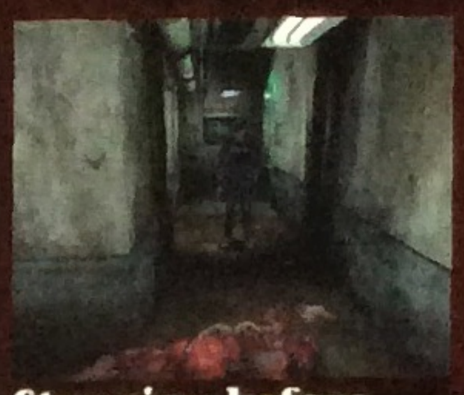
After collecting the air-mail gifts from Ada, go to the save room. Here, save your game, choose a weapon to use for the next part (you can make it with the transmuted trigger Hand Gun or the shell-spreading Shotgun), and grab the Weapon Locker Key. Then go back up the manhole, through the parking lot and into the Club Key door. Watch for that dog replacement though!! Down, boy!

Required



Club Key

200-5



Stopping before the corner, you halt in your tracks; the dust trailing you now passes by as you stand in fright. A low-lying leprous lurker slowly stalks its prey... you! Soon another joins the feasting!

GOLD 200-5



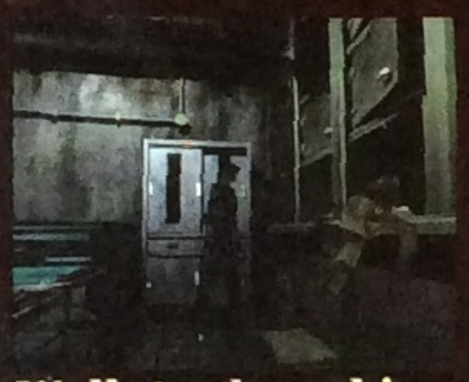
Blast them as soon as you see the maggots in their eyes! They will charge forward either by flying or by floor, but you must stand your ground no matter how hard your heart tries to get out of your chest.

200-5



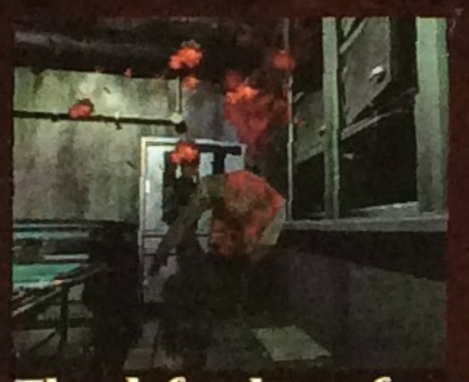
When you put those wandering weirdos to sleep, walk up to the Club Key doors to the east. The smells making your nostrils turn inside-out ARE what you're afraid to think about... The Autopsy Room is next!

200-5



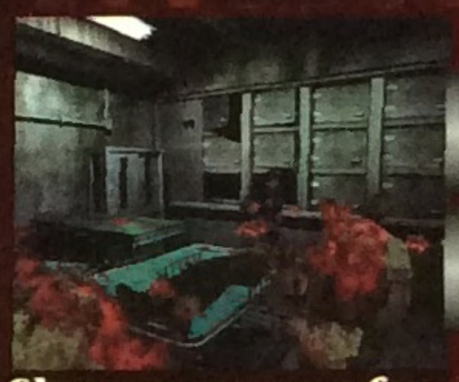
Walk to the cabinet in the rear. Don't waste ammunition on the bodies or the place where the door falls. Get the Key Card from the cabinet. Prepare to fight fiercely.

GOLD 200-5



The defenders of the rouge treasure you've just spirited away will spring (relatively speaking) to life (again, relatively speaking). The great escape begins...

200-5

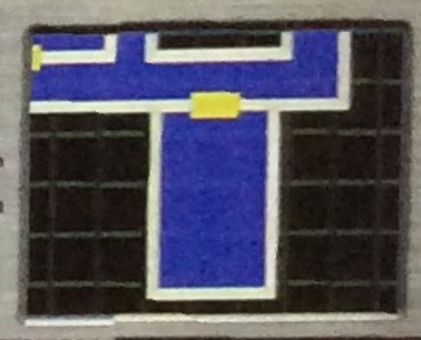


Show no mercy for these rotten residents who refuse to rest in peace! A slaughterhouse of severed sections is what you should leave behind. Now go to the door by the card reader.

Equipment

Red Card Key

Autopsy Room

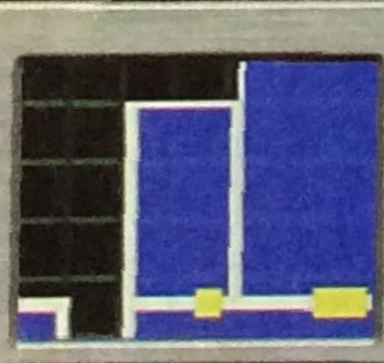


The now-familiar smell of death greets you with a gaseous embrace as you enter. You slowly tread past the lifeless bodies strewn across the stained floor; taking a couple of shots to check for putrescent possums. You make your way to the cabinet in the back, a door falls, it takes more than that to scare you now... "More" comes swiftly.

Equipment

Shotgun Shells
Hand Gun Bulletsx2
Sidepack
Submachine Gun

Weapon Room



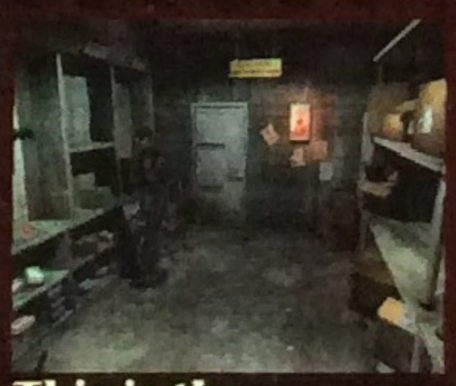
Brushing the bits of bodies off your increasingly purplish uniform, you exit the morgue and use the Key Card on the door down the hall. fearing what necro-sidious nightmares will come to reality within. Even the reader's sounds puts you on edge; every hair in your neck region standing at attention.

Required



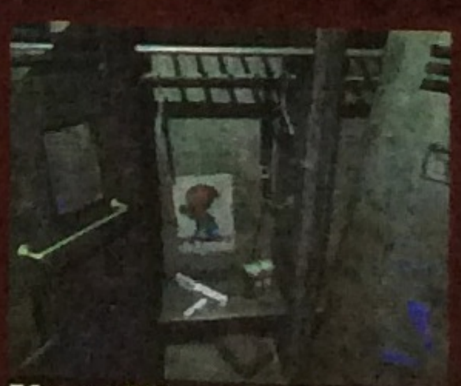
Red Card Key

200-5



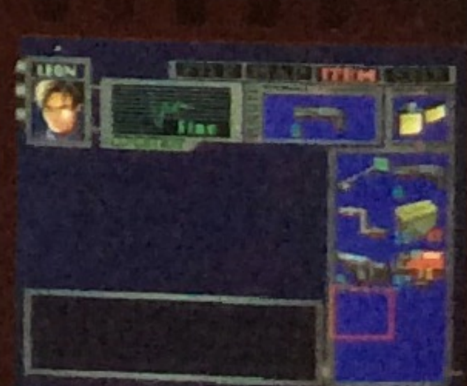
This is the weapons locker; there are several boxes of ammo available for you to confiscate. It goes without saying that you should take these.

GOLD 200-5



Your Weapon's Locker Key is used here. You have an important choice to make. Do you take the sidepack and/or the machine gun? The sidepack saves the Machine Gun for Claire version B to use. And *vice versa*.

200-5



After leaving the locker room, head east to the save room down the manhole. Set up your inventory to look like the pic above (the Crank and Club Key are most important).

R.P.D. 1st Flr.

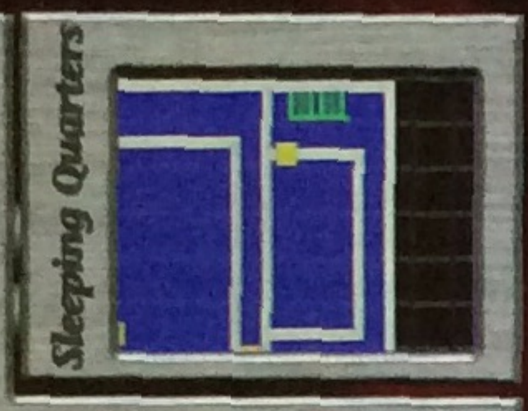
Survival Horror Tactics

Leon



The relief of exiting the underground area encompasses your being as you sprint up the stairs leading to the first floor of the R.P.D.. There are two Club Key doors here that you need to enter before descending again...

Equipment
Shotgun Shells
Magnum
Watchman's Diary



After saving your game in the save room go up the stairs that took you to the basement area. To your right is a door you can now open. Snoop around the cop quarters for a note and a new head-popper.

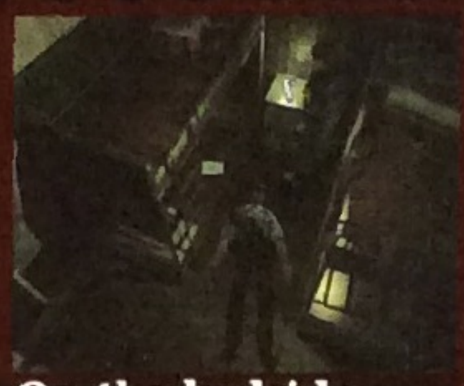
Required



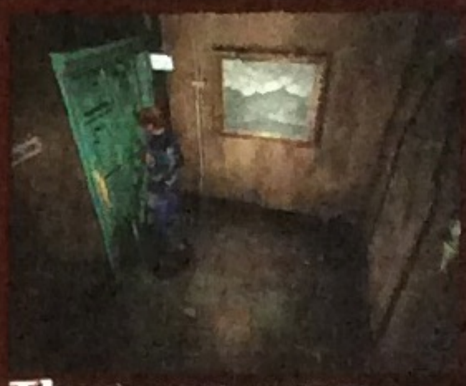
Club Key



One of the lockers behind the dining table has a box of Shotgun Shells within. Grab this and head to the rear of the room for a repulsive discovery of a deceased deputy.



On the bedside furniture is a magnificent man-mangling Magnum. The most powerful hand gun in the world it's been told. Pack this away for a brain-bursting day.



There are some papers of interest on the bed to your left. After pursuing these, head to the green door near the interrogation rooms. This is the last Club Key Door, and the last unexplored room on this floor.



The picture with the cog you need gives you the clues you need to light the faucets in the correct order, but first the furnace in the corner must be lit.

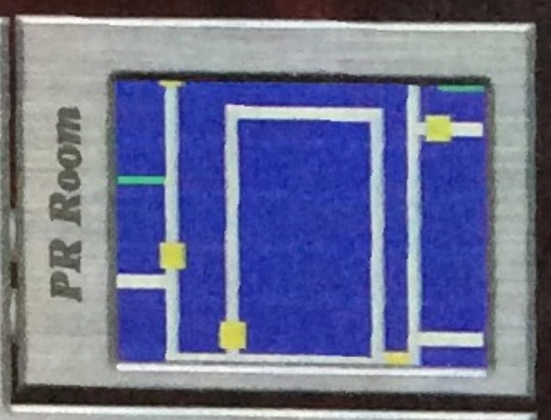


LIght the middle statue's torch first. This is the "twelve" statue; this number corresponds to the value of the Queen in a deck of cards (ladies first, gentlemen!).



Next is the "King" or "thirteen" statue to the right; followed in turn by the "eleven" statue to the far left.

Equipment
Film
Golden Cogwheel



The first floor has almost been put to rest! The only thing that stands in your way is this suitably suit-based puzzle. Not a brain twister, but it might shake some horrified heroes' understanding for a while.

Required



Club Key



At the completion of the puzzle, the gear will fall to the ground. Collect it, and the film if you wish, before leaving and heading up to the third floor.

R.P.D. 2nd&3rd Flr.

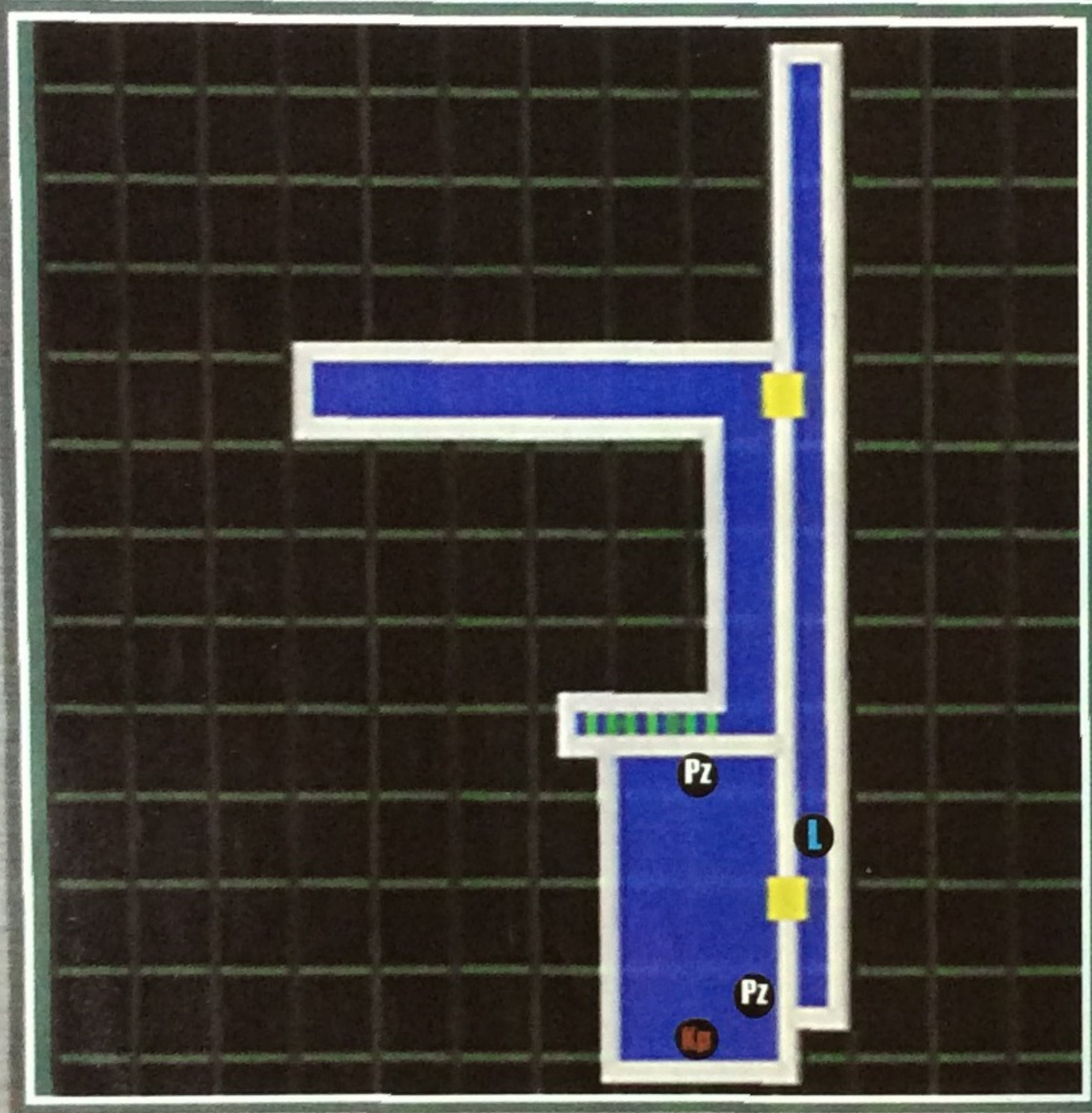
Survival Horror Tactics

It's time to clear the third floor. The trip there is fairly quiet, but unbeknownst to you, someone or something noticed the ladder had been lowered in the main hall. It wisely waits to see what prey it can catch here!

Leon



R.P.D. 3rd Floor



Items Key



x1

Knight Plug

Key

L •Surprise Licker

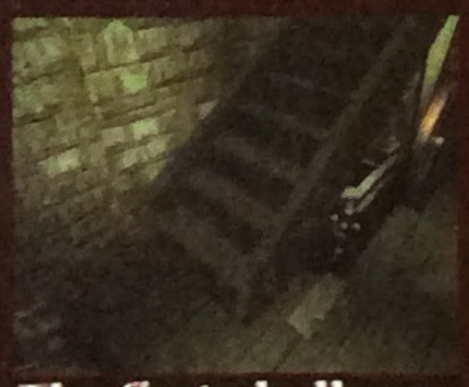
Pz •Puzzle



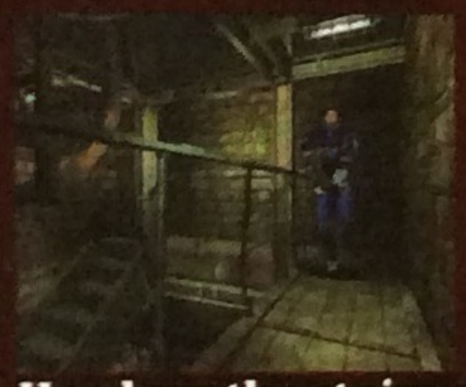
From where you acquired the gear go up the Main Hall ladder. A beast will pounce you. Fight. Go west afterwards.



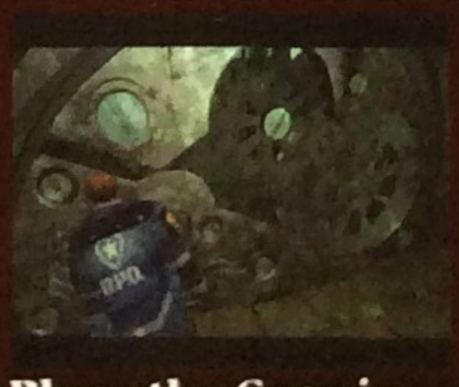
Enter the library and up the stairs. The door at the top is now ready to accept you. Scale the balcony to the other door.



The first challenge is to use the Crank to lower a flight of flimsy stairs from above. The gears you see here are useless to you.



Head up the stairs that have graciously lowered at your request. Walk around the corner and up to the machinery assembled there.

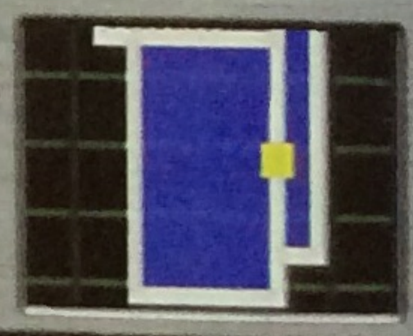


Place the Gear in the space where it was removed sometime in the past. Now hit the switch to operate the crusty contraption. A door will open to your right.

Equipment

Nothing

Crank&Cog Rm.



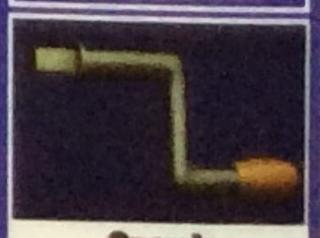
A double placement puzzle without the perplexing possibilities it would seem to entail. The first room requires the crank and upstairs is the gear-related puzzle. They are both simple hold-overs until the action heats up again. Don't be hypnotized by the rhythmic gear rotation!

Required



Golden Cogwheel

Required



Crank

RBD Basement

Survival Horror Tactics

Leon



A short-cut to who knows where has been discovered in the attic. To what strange places and carrion-infested creatures does it lead?! Well after a short trip you find yourself in the basement again. A scream sends you dashing west...

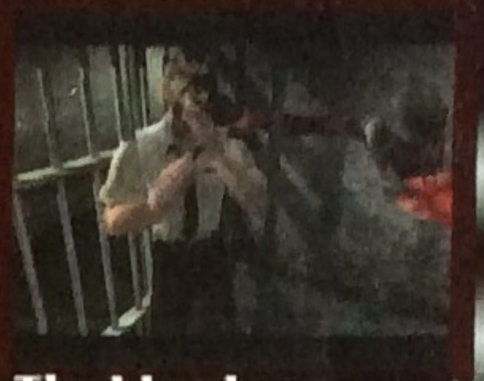


The Knight Plug has been located; the last key and plug have been discovered in a matter of minutes. Is this a bad omen of some kind? No time to think about such senseless speculations now; someone's screaming like there's no tomorrow (literally!). After a mad, slippery race, scramble to the source of the din, you find that timid Ben has finally come out of his shell,.. and that something is ready to come out of Ben!

200-5 GOLD 200-5

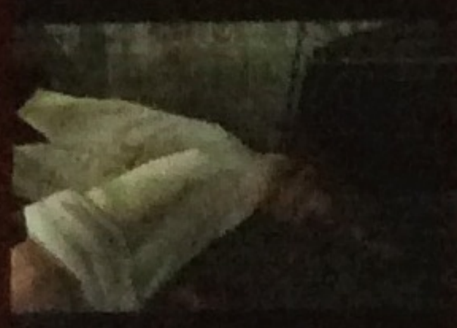


The door that opens has the Knight Plug on a ledge. Get this then go through the door that leads to the basement.

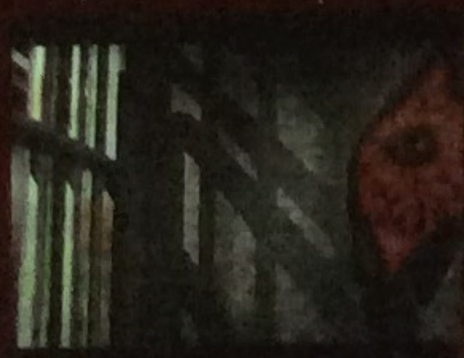


The blood-curdling wail of Ben will give you guidance on where to head next. There's a fight you're missing in the jail cell area.

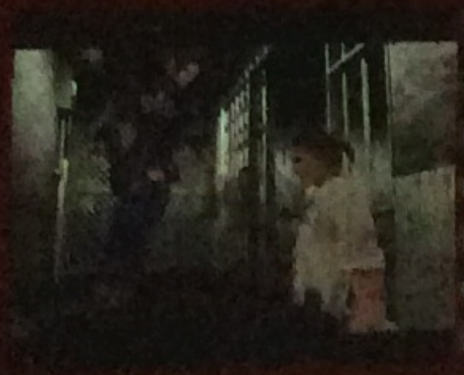
200-5 GOLD 200-5



Well, not much of a fight actually. Ben is being belligerently impregnated by a black-skinned beast of questionable origin... and species.

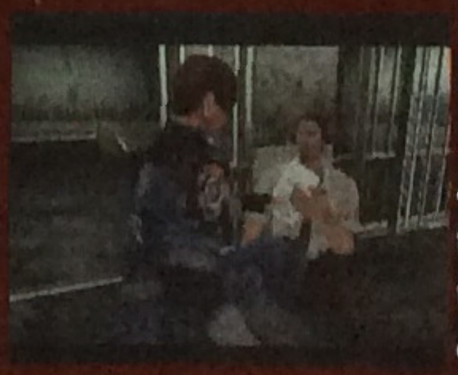


A large bio-engineered eye checks it's "handiwork" before it leaves ben to die for the sake of its child. A sacrifice spineless Ben was not willing to take.



You happen on the recovering Ben after he has made his way out of his cell and collapsed onto the muck-covered floors outside. He begins to rant in a blind sweat.

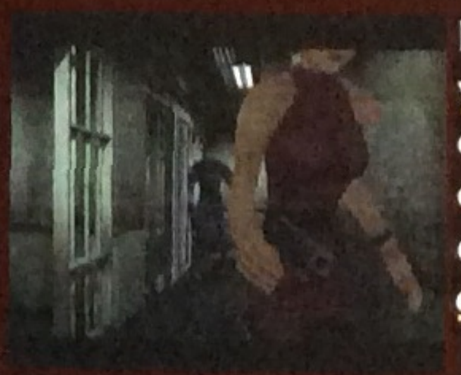
12 GOLD 200-5



He hands you the culmination of his work here. An article based on the conspiracies that led to the death of an entire town due to greed, lust, and lunacy.



Soon however it becomes brutally and bloodily apparent that he will not see his work make the light of day. The baby is born, and boy is it pissed!



It scuttles swiftly past your stunned feet. Ada comes in and a dialogue ensues. She leaves just as quickly as she came. The gorgeous gazelle is gone.

RPD Basement

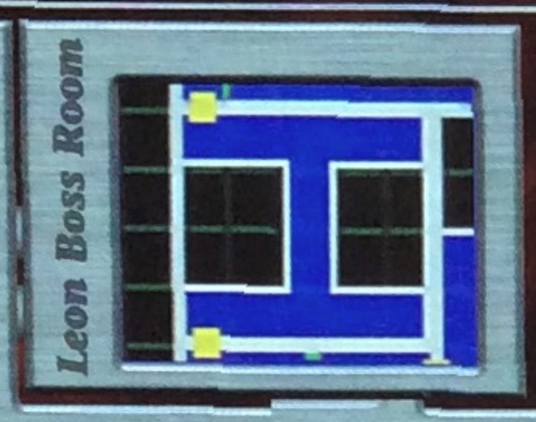
Survival Horror Tactics

Leon



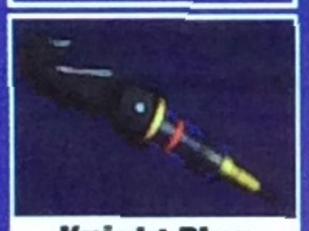
You've witnessed the deaths of so many previously deceased folk that being front row as Ben bites it almost fails spurn feeling within you. Moments later the reality of his gruesome passing hits you. Your motivation is multiplied by its effect. Press on and crush these abominations!



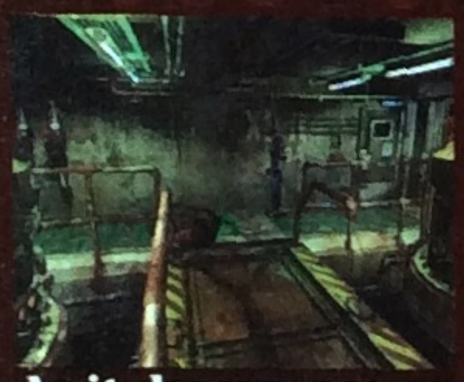


Head down the Kennel manhole and go into the room with the Plug Panel. A frothing scarlet baby is there waiting to defend the passage. Your laughter at this stops before it can start as an amazing alien-like metamorphosis unfolds before you. This is going to be harder than you thought, and with the score already humans 0, growing thing 1, a winning way must be found right away!

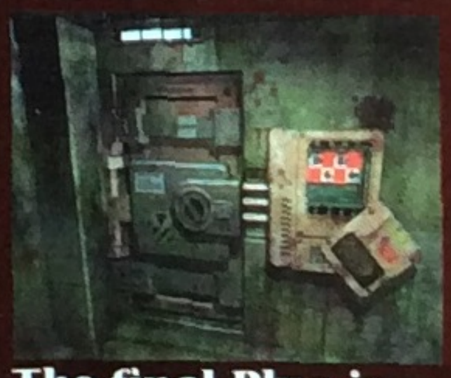
Required



Knight Plug



As it decomposes in a pool of foul green and purple fluids make your way to the Plug Panel.



The final Plug is all that's needed to complete the unlocking requirements. Proceed to the sewers [yay!].



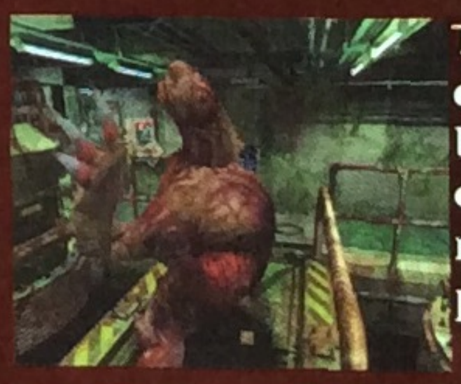
That carious child has backed itself into a corner. Shotgun Shells are all that's needed to put it out of its mutated mystery. That's what you think; it disagrees...



Now, to your disappointment, the hands are more (or less) equal. But wait; is that stuff he vomited moving!?



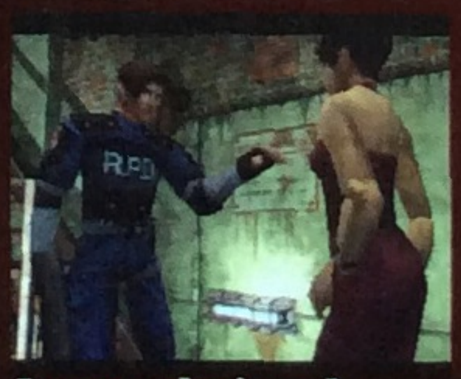
While dodging and shooing the gastoral goonies crawling on you, blast a few new views into that bio-behemoth growling at you.



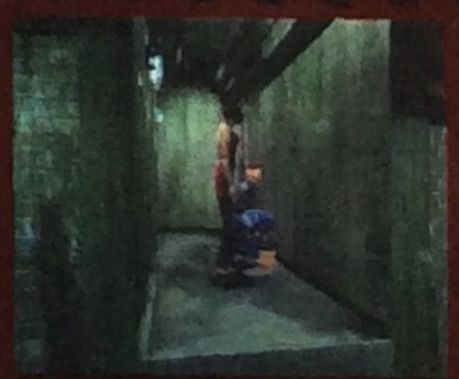
This pre-schooler packs quite a lacerating wallop. Be careful when you pass or get close to it, or be run through by polluted, piercing, people-pokers!



You happen upon Ada's not-so-elegant entrance as you enter the sewer area. How does she get around in that dress?

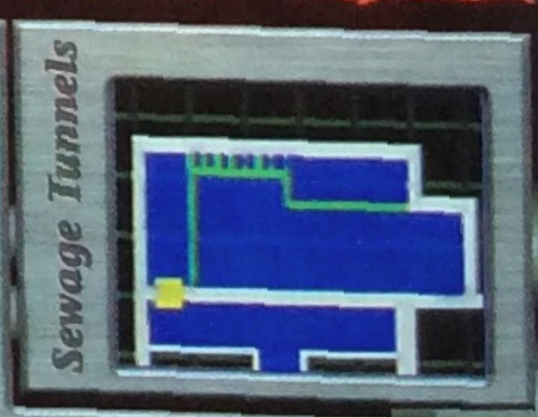


Leon, obviously blind to her beauty, calls her stupid and reckless(!). Hop into the drink and through the doors.



Keep walking deeper into the sewer system and you'll happen upon a couple of Blue Herbs ("Uh-Oh, that means spi...").





Hot after the Ben and Boss-creature incidents you angrily reprimand Ada. That passed, you both delve deeper into the goo-lined sewers. The water is very slimy, but you continue further.

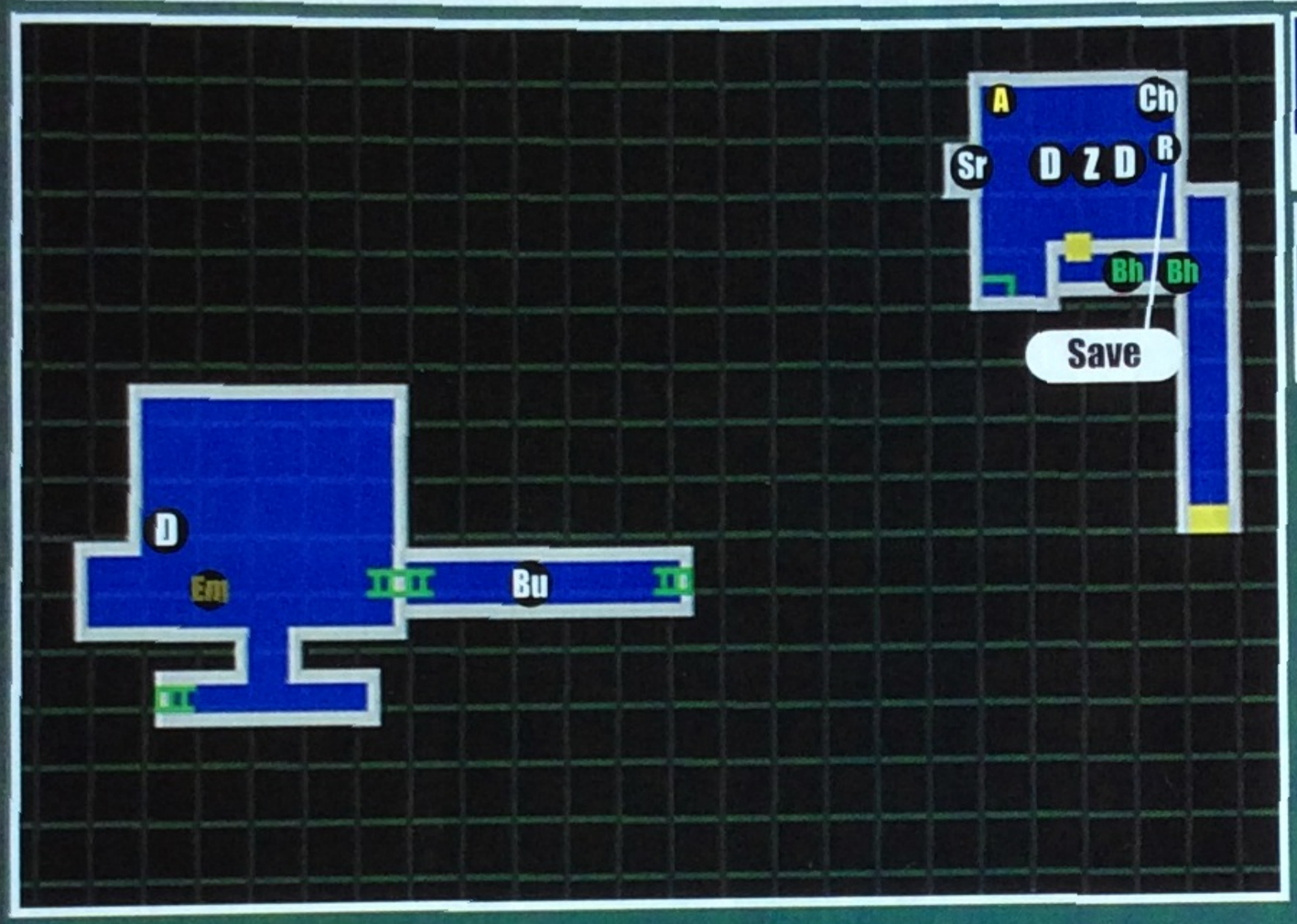
Sewer B-1

Survival Horror Tactics

A team is born as you and Ada travel together; each needing the other to survive the inhuman dangers that are out to stop the two of you from escaping this cursed city. Lethal leviathan arachnids and lunging lagoon alligators abound. Oh my!



Sewer B-1 Map



Items Key



Bh x2 — Blue Herb



A x1 — Hand Gun Bullets



R x1 — Ink Ribbon



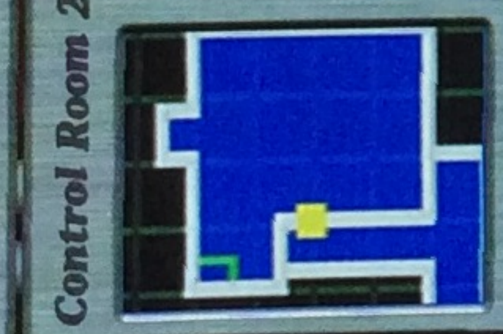
Em x1 — Eagle Medal

Key

- Z • Zombie
- D • Dog
- Bu • Bugs
- Ch • Chest
- Sr • Secret Room

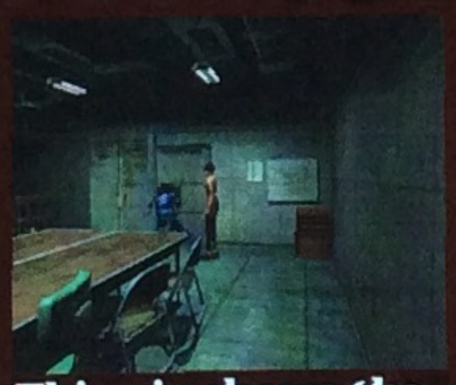
Equipment

Hand Gun Bullets
Sewer Manager Fax
Ribbon
Health Spray
Magnum Bullets
Shotgun Shells



Head into the room near the Blue Herbs and you'll be in a save room. Get the Fax, Ribbon, and Bullets before checking the locker near the lift (for a Health Spray), and pushing one of the lockers to the side (for a secluded secret room). Next, save your game and descend on the lift... The roller coaster has just finished the slow rocky climb to the climax of the first hill. What follows is a fast, heart-stopping, headlong ride into a twisted tornado of a tale!

200-5



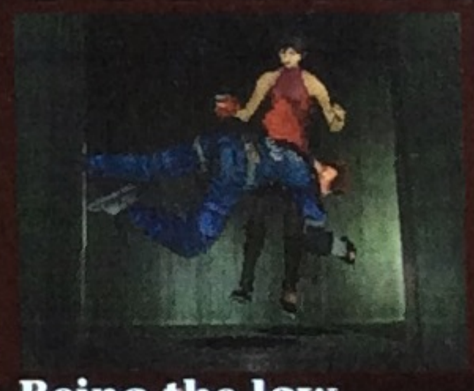
This pic shows the location of a secret door(to the right is the location of the bullets); you'll need to use the lighter to light the lamps in order to see the items down there. The lift is your way out so go down on it with Ada (be sure to bring the Valve Handle though!).

GOLD 200-5



A woman (another survivor!) is watching as you come down on the lift. She sprints away and Ada follows, seeming to recognize her, but the woman doesn't want to exchange anything but molten lead!

200-5



Being the law enforcing stud that Leon is, he dives to protect the stunned Ada; taking a hit in the process. Leon is out for now, so control transfers over to our heartthrob heroine...

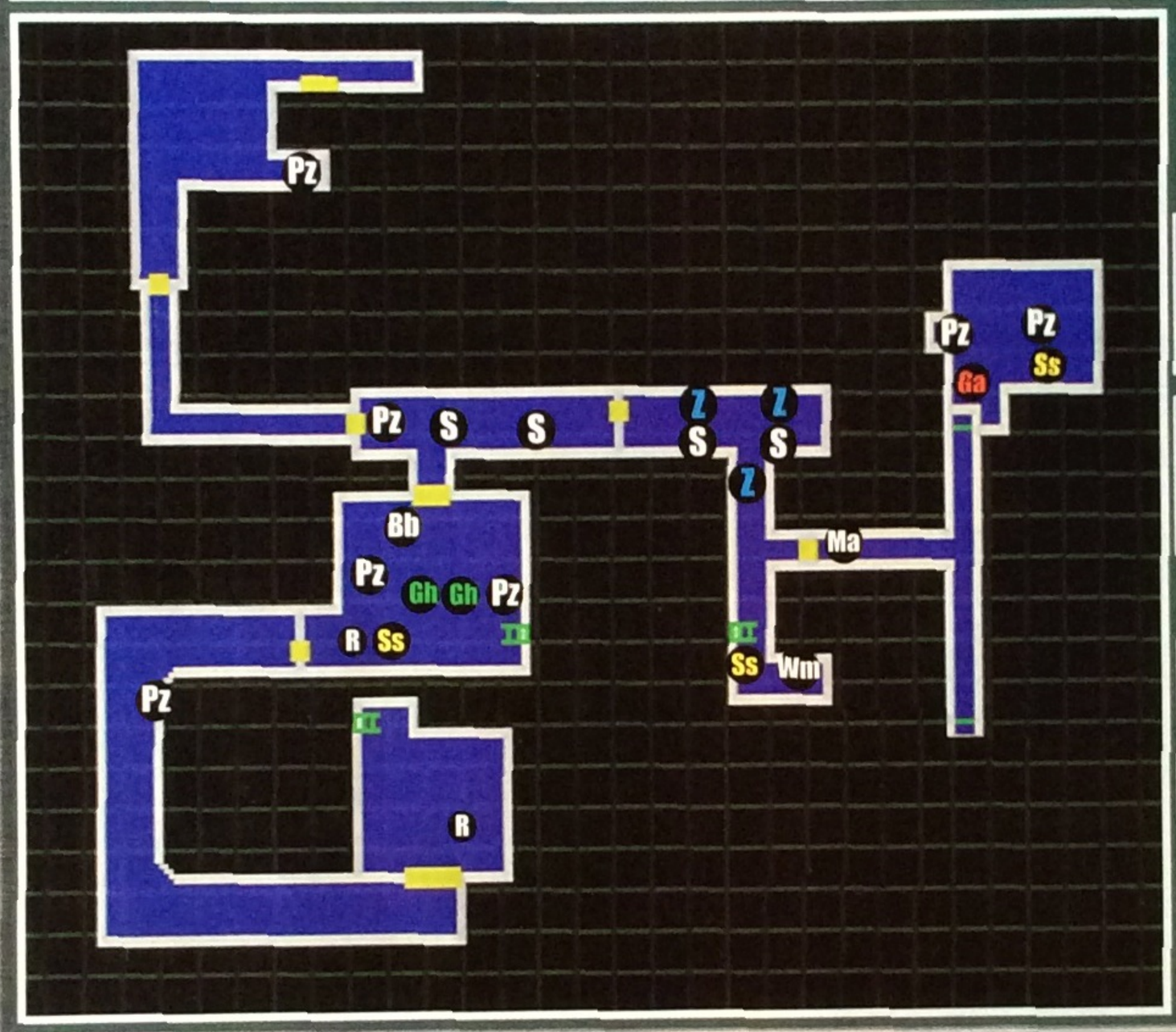
Sewer B2

Survival Horror Tactics

With Leon out for the foreseeable count Ada must go on on her own; just how she likes it. There's a woman that has a lot to answer for and Ada is hot on the trail left by her repeated gunshots. The past goings-on will be revealed soon!



Sewer Map



Items Key



Gh x2 — Green Herb



Ga x1 — Magnum Ammo



Ss x3 — Shotgun Shells



Wm x1 — Wolf medal



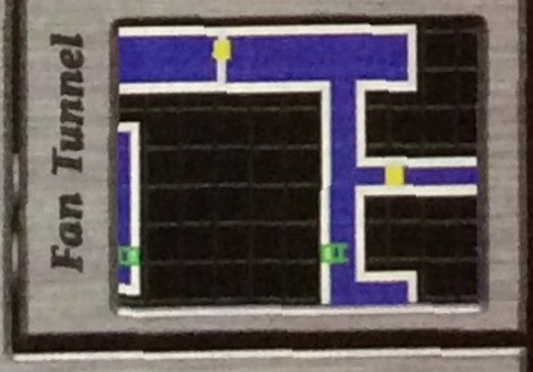
R x2 — Ribbon

Key

- Z •Surprise Zombie
- S •Spider
- Pz •Puzzle
- Ma •Map
- Bb •Blue Bush

Equipment

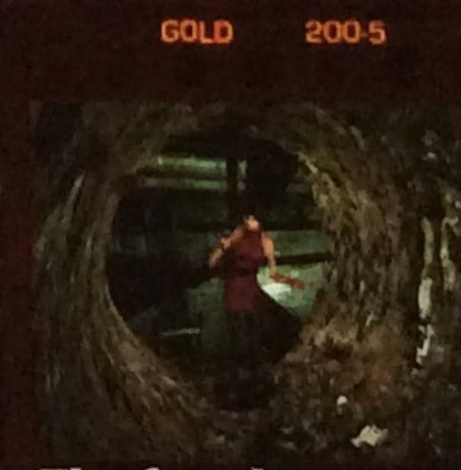
Map



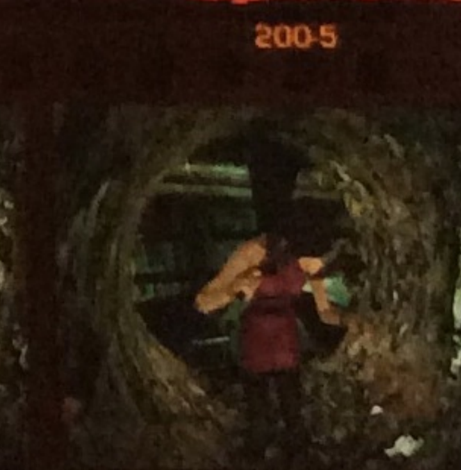
Head into the hallway where the shots came from, being sure to procure the map left in an accessible place on the south wall. Spiders are not an Ada all-time favorite so steer clear of them. The place to go is the ladder in the sewer where the aggressive arachnids aren't. What happens in here is too dreadful to to even imagine. Who cleans this place anyway?



Exit the hallway where Leon and the map are and hop into the spoiled sewer sludge in front of you. Turn to her left and step up the ladder.



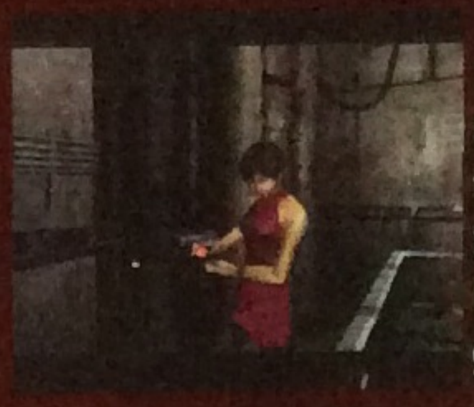
The fans have stalled or have been turned off so it's safe to step within this airway. Ada's love of vent-ular travel is about to end.



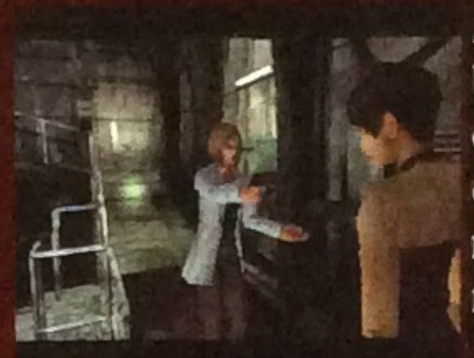
This frozen fan tunnel is filled to the brim with exoskeleton crackling cockroaches that immediately initiate an aerial onslaught upon your fleshy form. Swat them away and enthusiastically escape through the opposite opening.



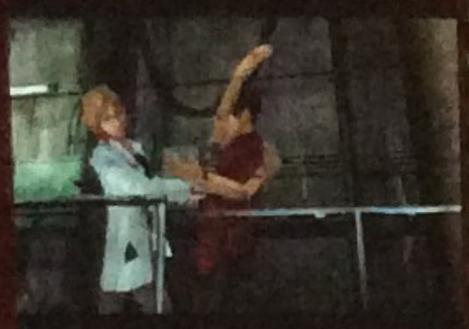
You enter the area chewed on and confused. The woman who calls herself Annette chooses this opportunity to pounce on you. A skilled shot removes the pistol you carry to protect yourself out of your sweaty hand with a violent jerk. You're at this crazy woman's mercy!



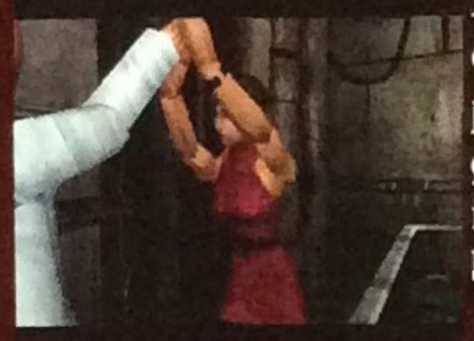
Before you spot the mystery woman your firearm is forcibly freed from your trembling grip.



Annette, the wife of William Berkin, is one crazed cookoo chemist. She lays out her megalomanical and mate-cidal past before Ada's repulsed ears.



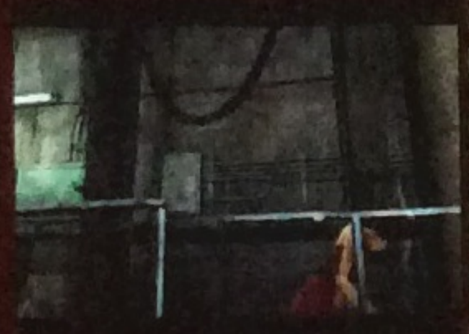
An accelerating struggle ensues! Ada gets the upper hand as Annette reaches for Ada's exposed neck. Reeling from the hit, Annette slams into the rail.



Ada, having heard enough from the sicko-psycho, takes a risk and grabs the gun; she aims it ceiling-ward to avoid being hit.



Disoriented and demented, Annette topples over the railing and falls to an uncertain result. Ada recovers her composure, straightens her dress, and looks for her gun.



Finding the weapon behind her she must now search for the woman. More information, such as how to escape and stop the Viruses needs to be obtained.



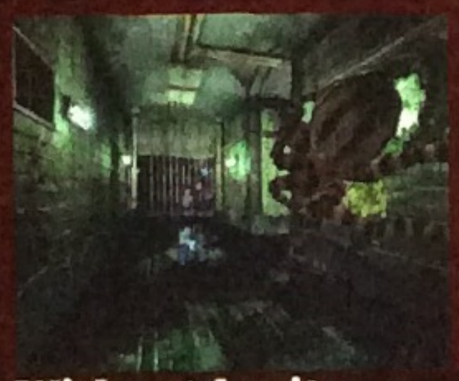
Ada's not a woman to be messed with; she's fully capable of defending herself and fighting against those who would try to stop her from succeeding in her quest. The ladder across the bridge leads to a dumping area, but something has infiltrated this room. All you see are the splashes in the effluent... and the action returns to Leon. Get up! Time to investigate!



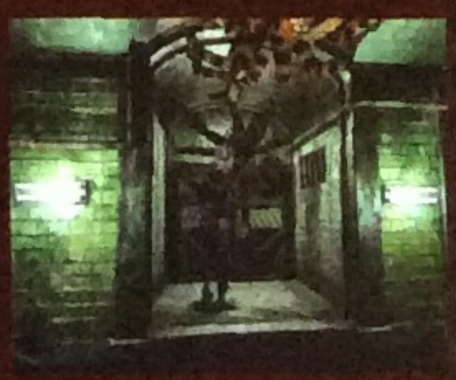
The bottom of the ladder holds a dangerous surprise for Ada. She is taken aback by an unknown monstrosity!



Recovering from his recent heroics, Leon rises to his feet. The pain in his side reminds him of what an obscene occurrence just took place.



Without hesitation, head out into the spider's lair. The fan is blowing full-bore so you must fight your way through the steel-strength webs of those prehistoric eight-legged terror-antulas.



Avoid the poison spittle and go through the door to the west. Step up to the left of the raging waterfall and through the door. Kill the spiders if you wish, hopefully with more success than those before you...





Enter the door to the south of the Bridge. Walk to the end of the hall. Ada will be shooting at something big and toothy. But, it doesn't see her...



Quickly, before you have time to react, the ambulance-sized alligator attacks! You narrowly escape its gaping grimace!



Shaken, but not injured, you slowly get back to your feet. The dump dwelling dinosaur sends swelling shockwaves that nearly knock you off balance.



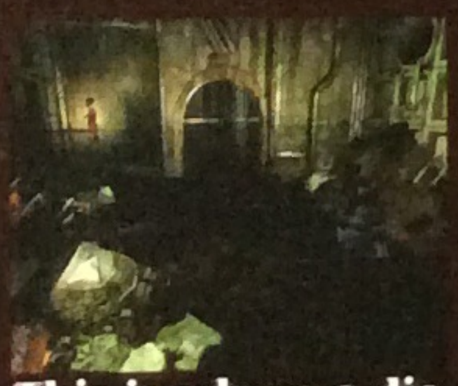
Shotgun in shivering hand, dash away with all the frightened foot-maneuvering fleetness you can muster. Don't let it hit you too much or it may swallow you whole!



When you get to the emergency gas canister release, press the button and wait. The pebble brain giganti-saur will try to swallow the cylindrical morsel whole!



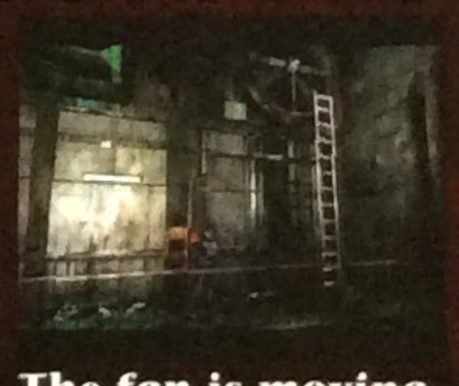
Once the bait has been bit, simply a fire at will. A singular shot is all it takes to subdue the incisor slinging severity of the reptile. Slosh through the mound of gator giblets on your way back.



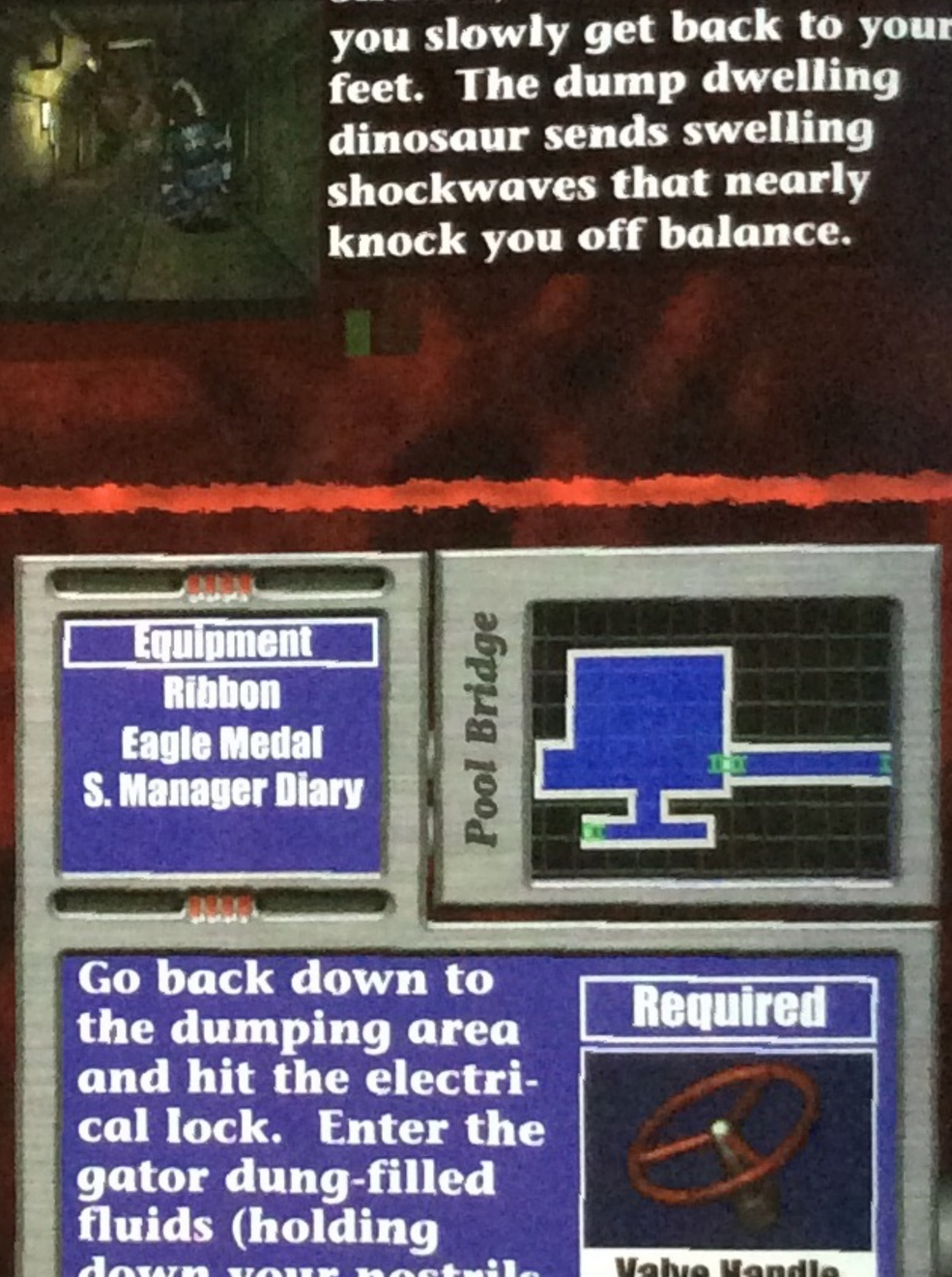
This is where a discarded Ink Ribbon lies. Nothing else of interest festers in this fuming mound of filth. Talk to Ada next. She'll sensitively dress your damaged body (and listen to you!).



Head up the ladder and walk to the control section of the bridge room. Here lies an Eagle Medal and a file to read. Ada watches as you explore, but her mind is focused on personal goals.

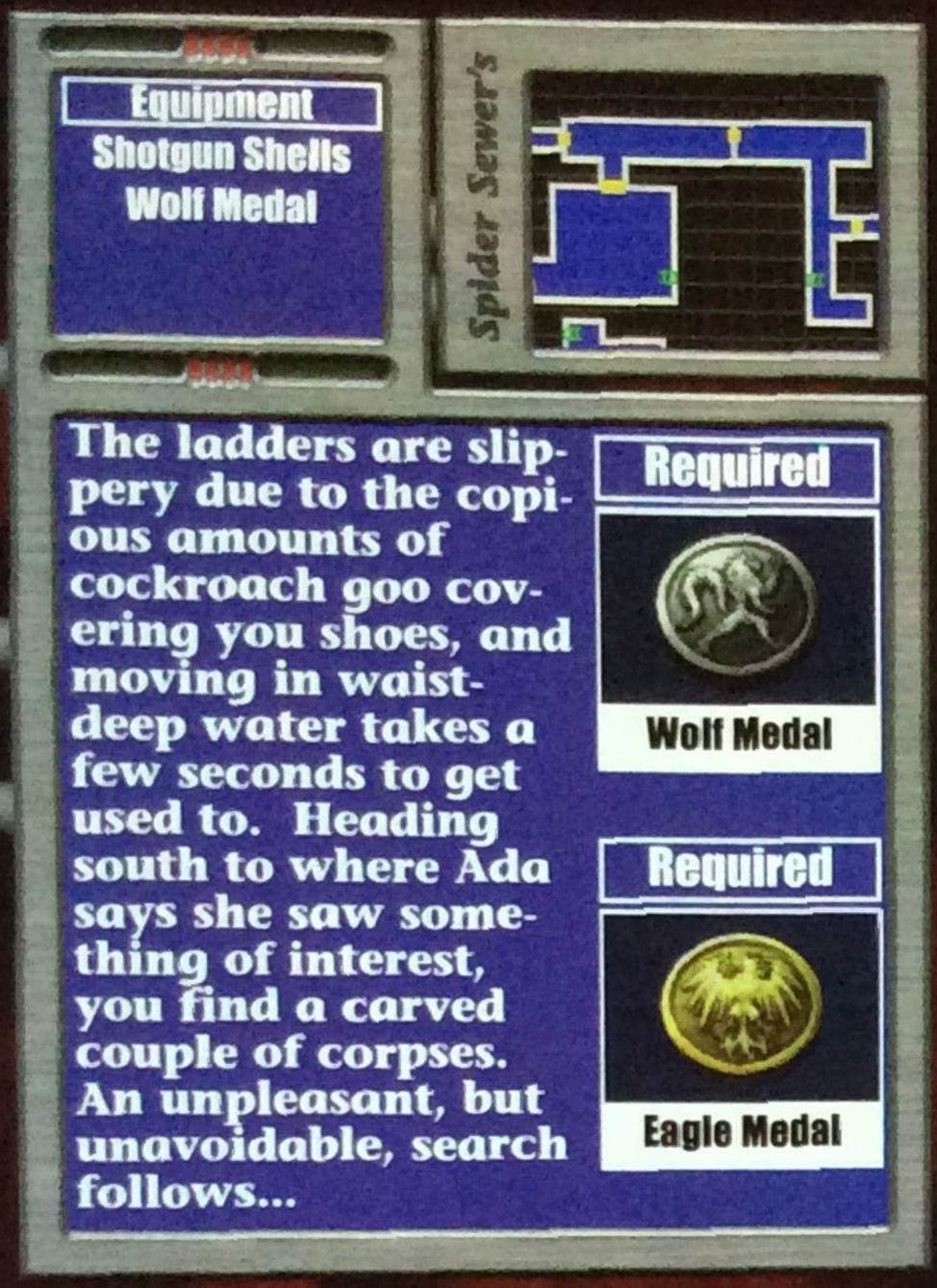


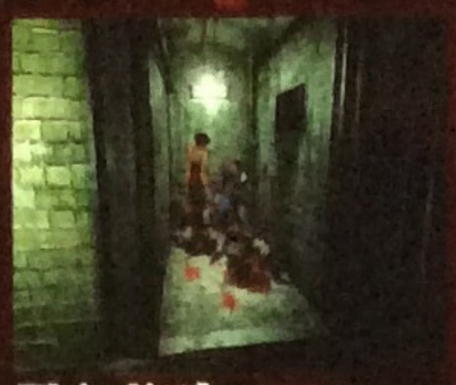
The fan is moving much too fast to enter safely so turn it off with the tool of a thousand uses; the Valve Handle. With Ada behind you, scale the ladder and enter the fan tunnel.



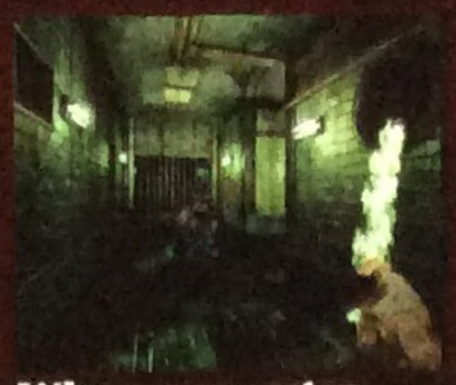


The airway is clean with exception of dried insect innards splattered everywhere. Head through without worry, and exit out the other side... Now, you can worry!





This little open section in the wall to the south holds a couple of items you'll want to uncover. Ignore the condition of the couple of gents you have to confiscate items from.



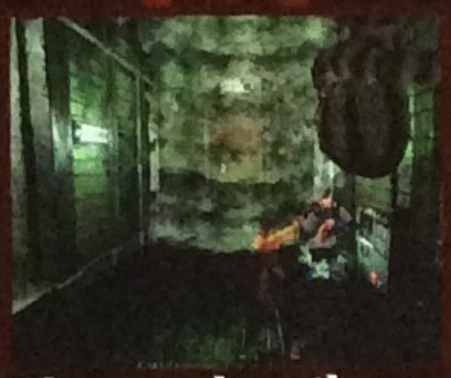
When you enter the main area of the spider's makeshift lair, the dead victims of William's supernatural rage will reanimate and rises from the murky, motionless liquid.



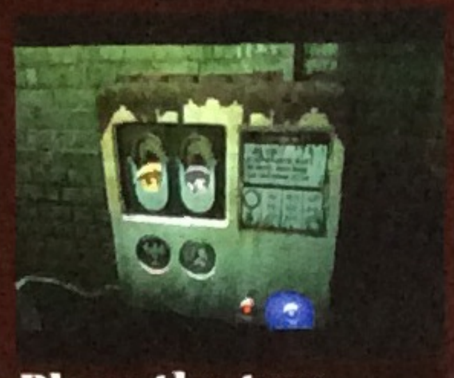
Their memories erased, they attack the first living objects they see... you and Ada. You should try to run by them if it's possible for BOTH of you to escape free of harm.



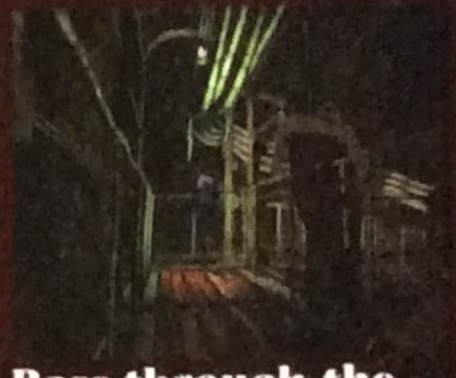
Pass through the door to the west. Into the second spider lair you go. The spiders in here are still holding their own, so be ready.



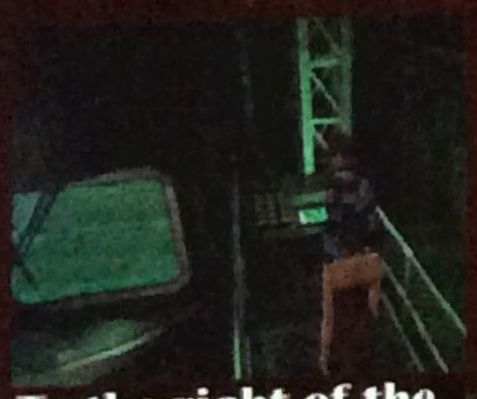
The panel on the north wall is the puzzle you need to solve to pass the water wall that is blocking you. Protect Ada from the spiders (even if she's inclined toward protecting herself).



Place the two medal (marked by an Eagle or Wolf) into the slot lock. The water will stop flowing, and tunnels will drain out entirely allowing you to search the dead.



Pass through the door past the now non-existent water wall. There is a shoddily constructed catwalk to cross. Follow it to its conclusion, then enter the door.



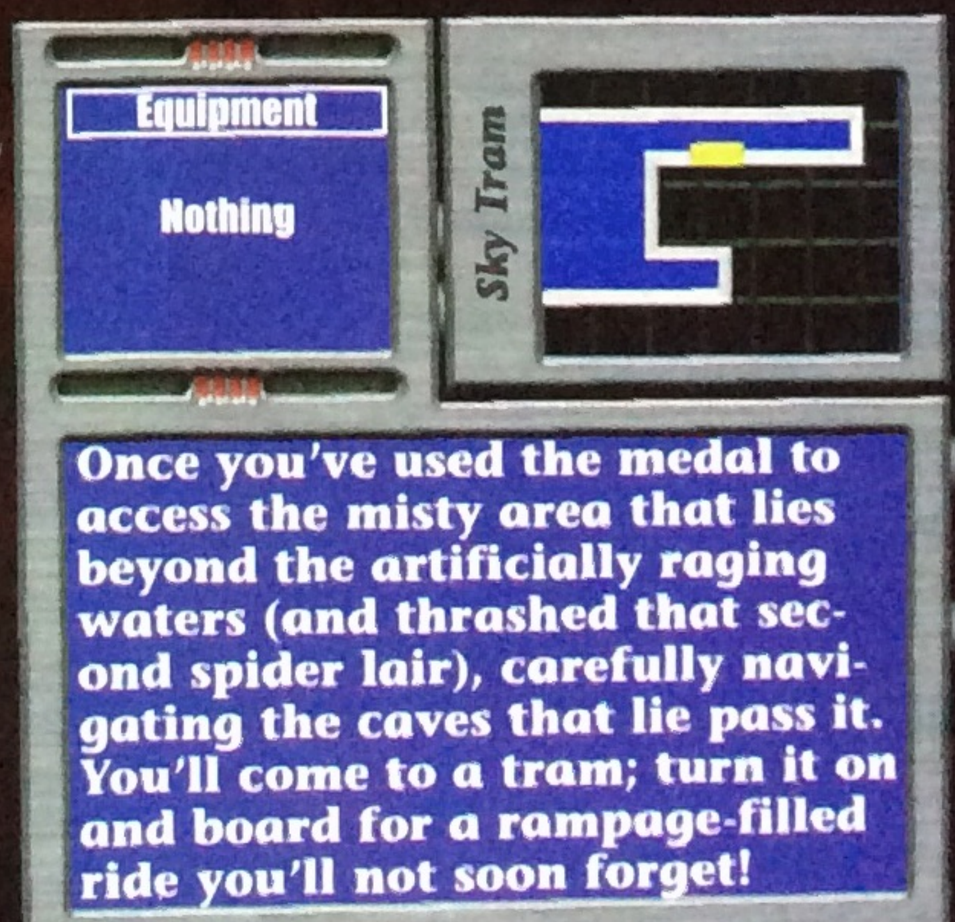
To the right of the underground tram is a power switch. Obviously the proton-packed power needs to surge though it before your fun-filled free-for-all can commence.

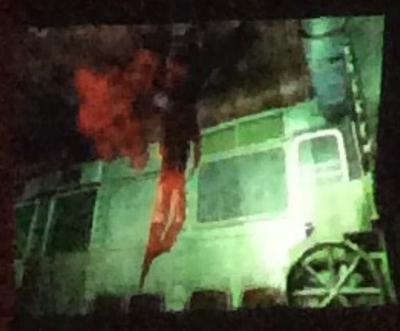


Mid-way though your romantic interlude will be an roof-based attack by a rake-clawed (not to mention putrefied) stowaway!!



Stick near Ada and blast away. The attacks will follow you around, but it doesn't seem to want to hit Ms. Wong. Also, if it attacks near her she'll pump a few rounds into it for you.





The attack is scary, but you should make it out all right; just watch for the falling dust before an attack. Unfortunately, the same can't be said about Ada (it apparently learns it can't kill you so it tries her jaw out for size).

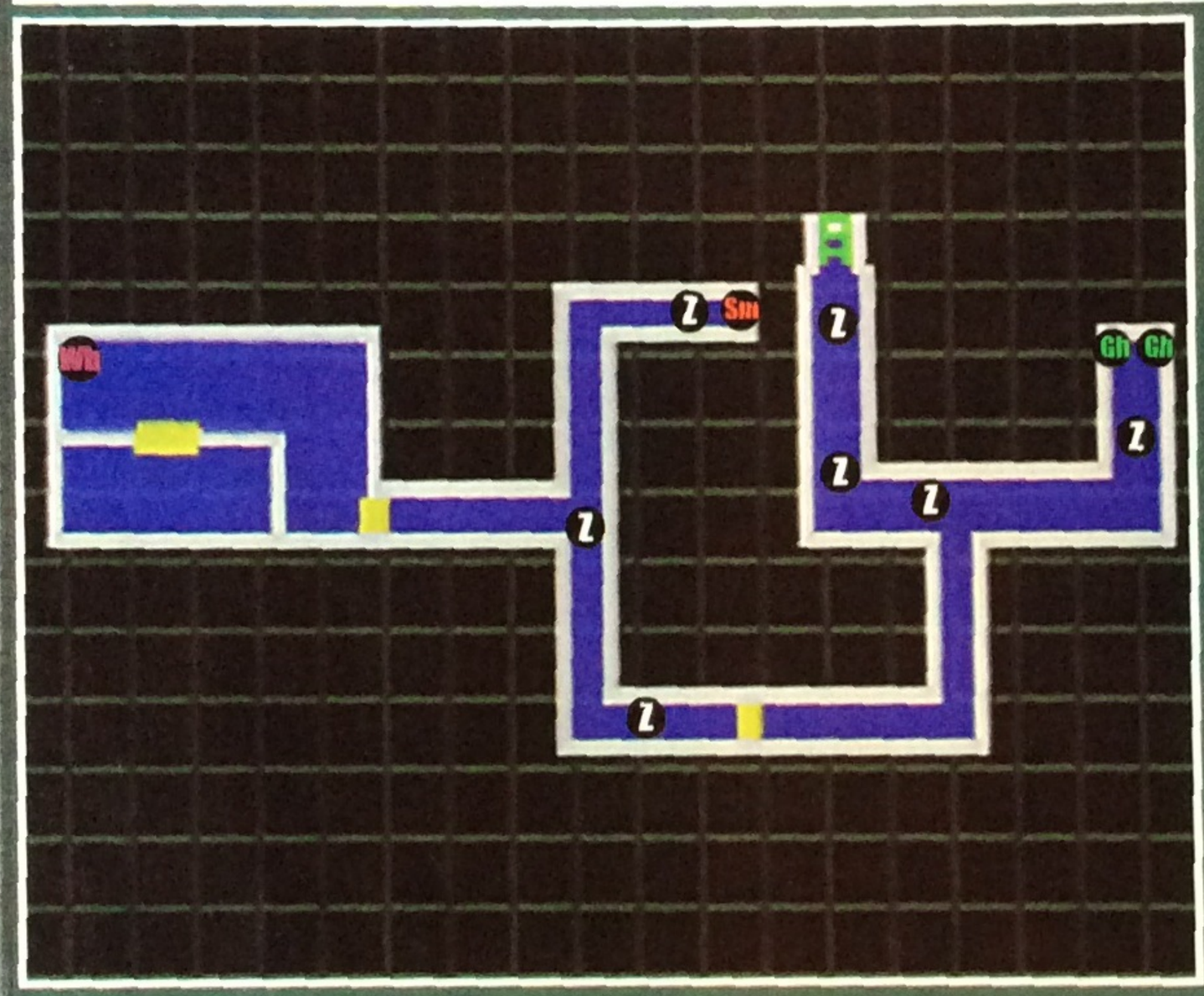
Vacant Factory B-1

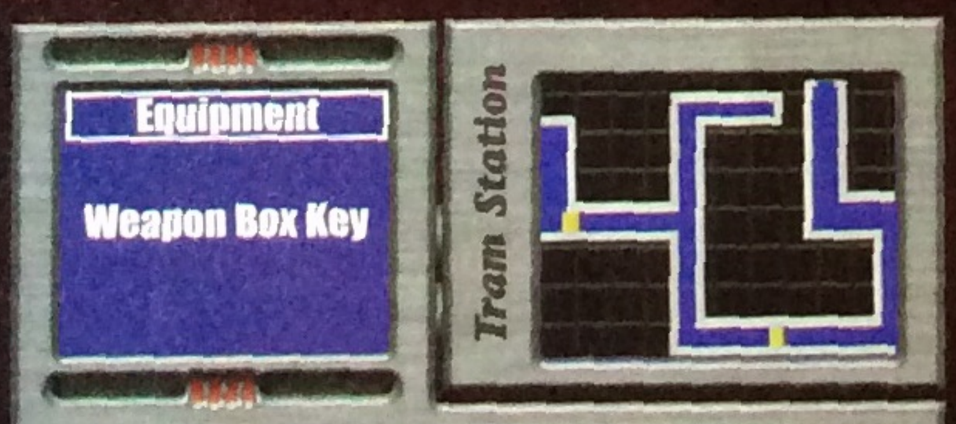
Survival Horror Tactics

Having fought off the phantom of the subway, and recovered your composure, your mind races through the horrendous remembrances that haunts your daydreams. As the tram slows down, you plan out your future tactics.

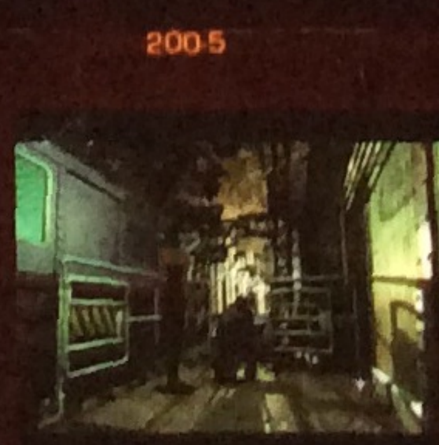


Vacant Factory B-1





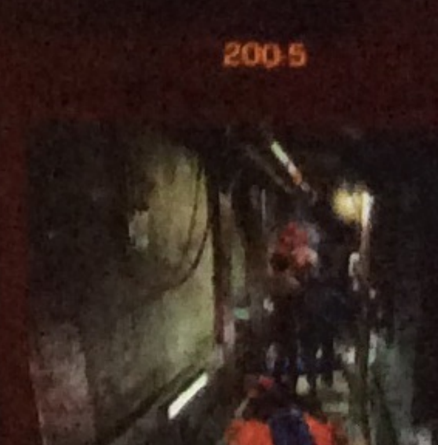
As the transport begins to slow to a halt, you disembark the well-ventilated tram, welcoming a change of scenery. You exit (gun in hand) into a dangerously quiet cul-de-sac. All is safe for the moment so you motion Ada out of the vehicle. The adventure begins anew...



Exit the recently ventilated transport and head to your left. A yellow flare cannon is there; light it. A flash will follow revealing a dropped Weapon Box Key.



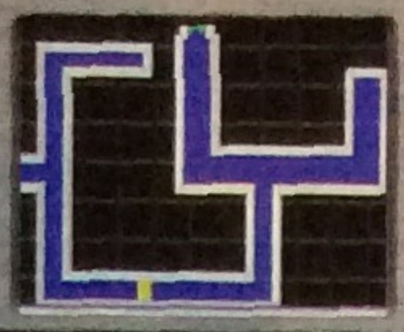
Enter the door and head down the hall. It couldn't stay quiet for too long now could it? "Kill" the present zombie menace and make a left at the first intersection.



Ada will help you against the tight tunnel terrors; how she has survived this long is easily noticeable in the preciseness of her aim and unshaking handling of these alchemy-altered abominations.

Equipment
Shotgun Parts
Green Herbs x2

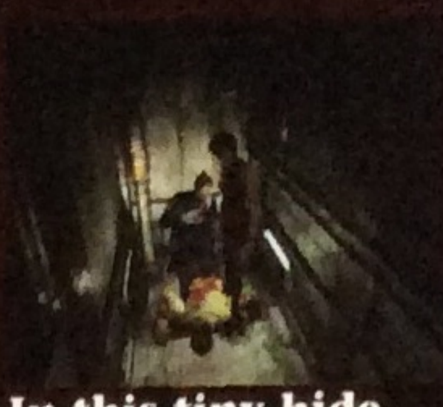
Factory Passage



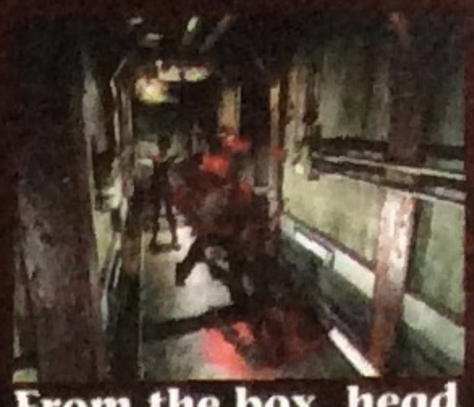
Four eyes are better than one (and the prettier the better); Ada will take a few pot-shots at the zombies on her own volition. She seems to be okay after being almost beheaded a few minutes earlier. The zombies are not a strong threat, but the weapon (well, after some talented tooling) they guard is MOST harmful. Quickly modify your shotgun into the blistering body blender it was meant to be!



Tag team tactics prevail as Ada separates decaying jaw from dead zombie, one after another. Head north at the first intersection, then take a right around this corner.



In this tiny hideaway are a couple of Blue Herbs and a suspicious-looking box. Don't hesitate! Open up the belated Christmas present!



From the box, head south until you can go east. Go through the door and make another couple of lefts as you get the opportunity. Blast groups of gruesome loathsomes in a single, lava-hot Custom Shotgun barrage.

Vacant Factory 1Flr.

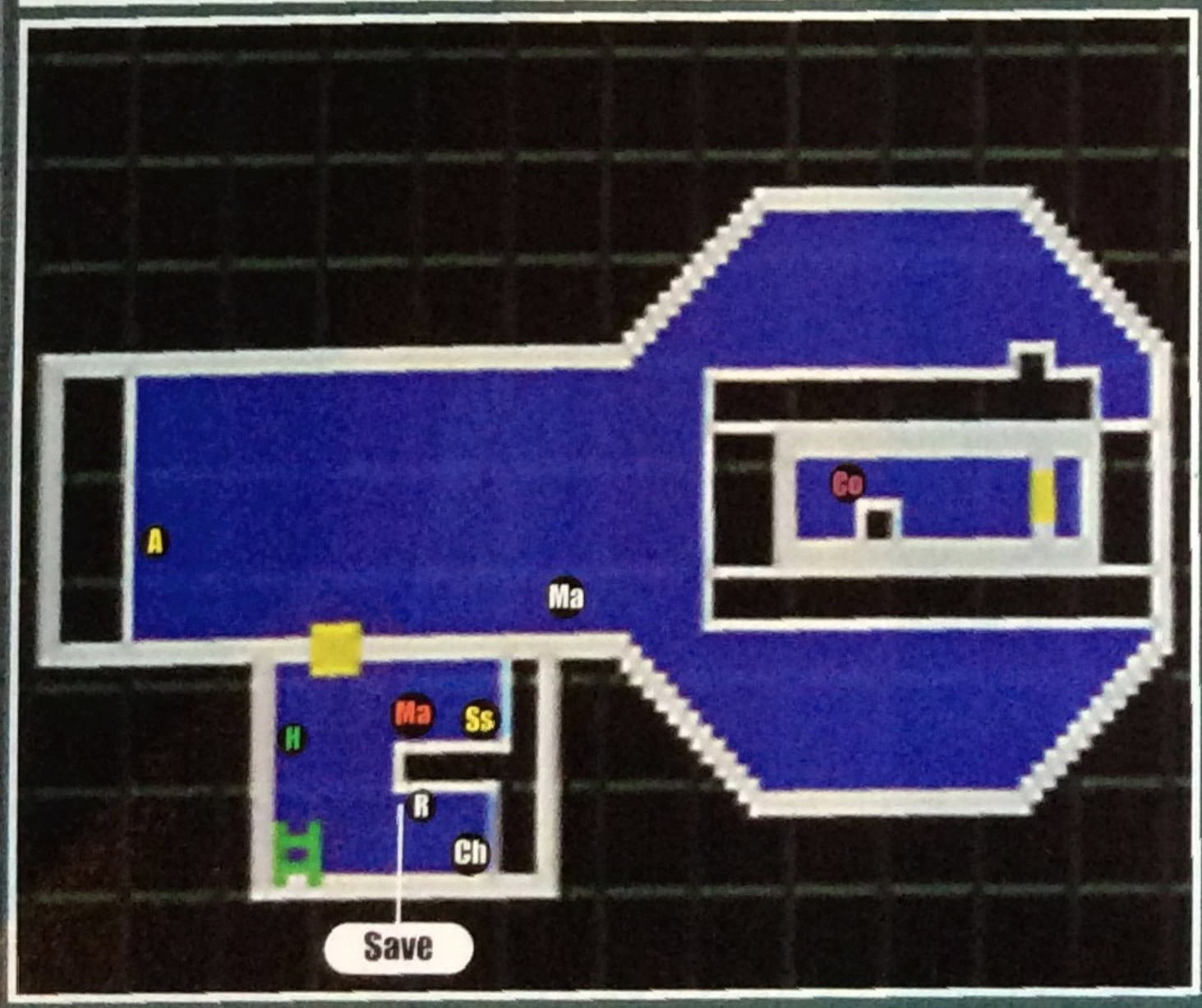
Survival Horror Tactics

Climbing the ladder at the end of the factory maze, you find yourself in a control room filled with beneficial supplies, and a typewriter for saving your experiences. After discussing your strategy with the overly capable Ms. Wong, you head through the door, wondering what waits on the other side.

Leon



Vacant Factory B-1



Items Key



Co x1
Control Key



A x1
Hand Gun Bullets



R x1
Ribbon



Ma x1
Magnum Ammo



H x1
Health Spray

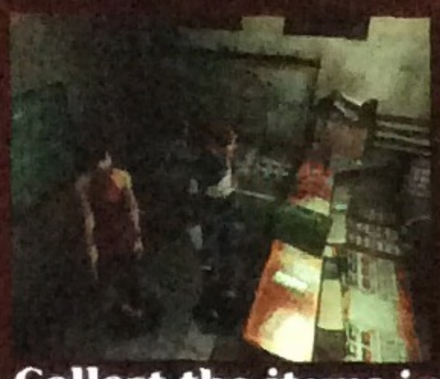


Ss x1
Shotgun Shells

Key

Ma • Map

Ch • Chest



Collect the items in the save room before saving your signature on the typewriter. The location of some extra ammo is shown in the picture above.



Exit the control room, walk to the west, and collect the bullets (shown above). Next walk to the lift to the east; picking up the Factory Map on the way.



Go around the left of the lift-train. Enter the clanging contraption and delve deep enough inside to find the Control Panel Key.



Equipment

Health Spray
Ribbon
Shotgun Shells
Magnum Bullets
Hand Gun Bullets
Factory Map
Control Panel Key

The new weapon, a massively modified version of an old friend, directs your journey to a save room with amazing ease. Getting the health spray you ponder whether the challenges which lie before you can possibly be more life-threatening than those which lie in your wake. You leave this thought undecided...



Take this out to the control panel outside and use it to start the lift; for a very long descent into the earth.



WRENCH! The metal folds like the wax from a candle as a huge bio-weapon with a mutant manicure shoots in and strikes poor Ada.

Equipment

Nothing



A trip in a contained vehicle without some sort of cheap attack? Impossible, inconceivable, and not going to happen. During your descent into the earth's crust Mr. Clawfinger is going to make his usual unwelcome, unwanted, and unforgiving entrance into your little horror-moon with Ada. With that beast striking gold with its first attack, you rush out to finish the fight man-style. The monster sees it prey and does a final bit of mutating before leaping in with a sucker punch. You're able to get some space between you and him before he straightens from the jump. Even though you're in mortal danger your memories bring the name "William" to your consciousness... Why?



Out for the count, Ada lies weak and wounded; your anger boils beyond any earthly measuring instrument. It's time to settle the score!



Exit the train section and search for the vehement villain. He will soon find you... and a fight will ensue.



After making his grand entrance, the claw creature will stalk you slowly. Customize his chest hairs with as many shots as it takes.



Don't overestimate your chances just because he's slow of foot; his fist is frighteningly fast. Don't lose concentration or you'll be diced dog food.



The bubbling blood bursts will let you know that he's on his way out of this story. A few more shots and he's taxidermist fodder.



Hopefully you're not too badly wounded from his devilish display talon talents. The lift will stop soon so relax.

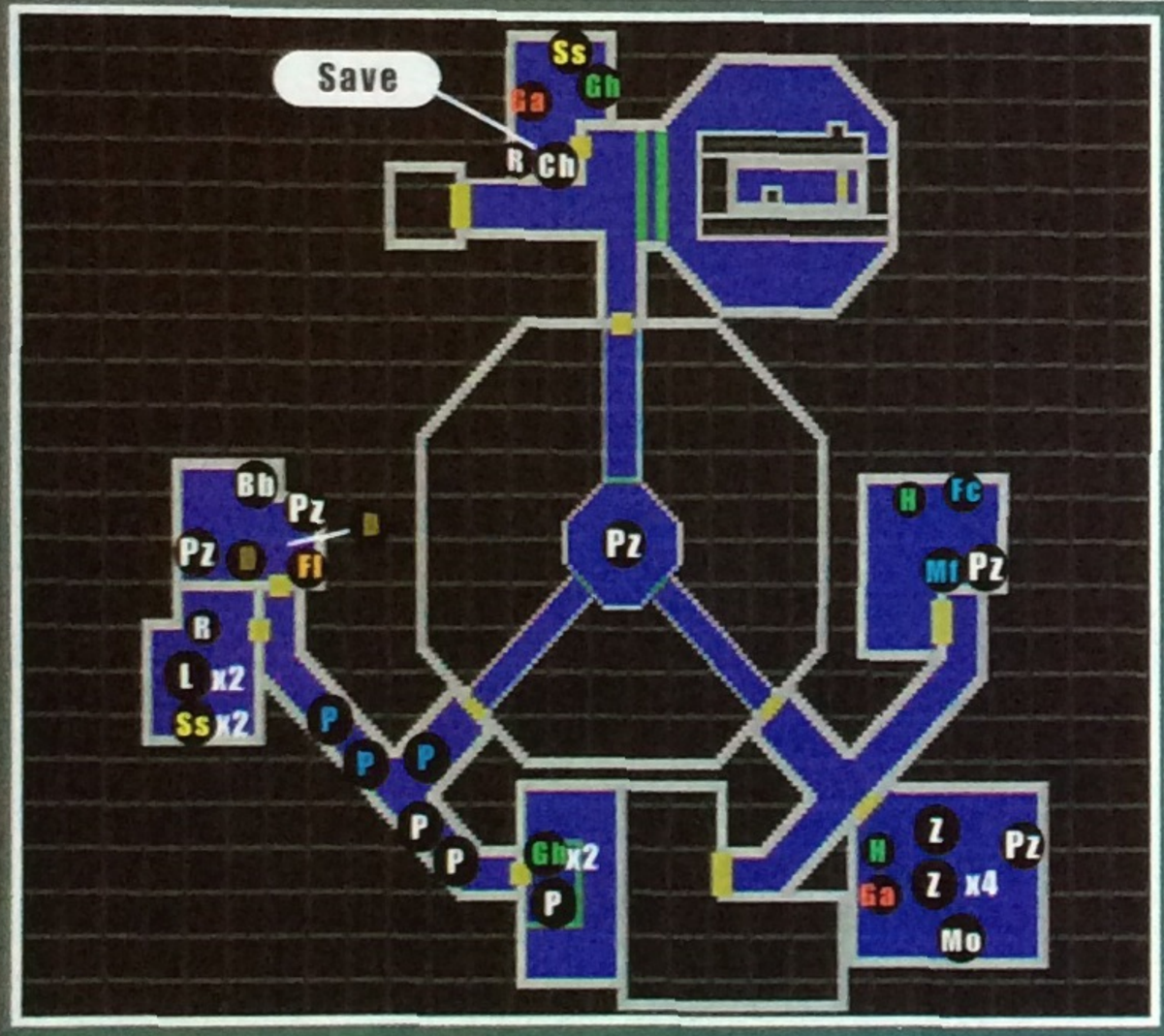
Laboratory B-4

Survival Horror Tactics

Another trip finished, but the score isn't as favorable as Leon and Ada's last vacation. Ada is wounded, and her outlook doesn't look too good with all the dungeon denizens still remaining between you two and freedom.



Laboratory B-4



Items Key


Gh x3 Green Herb


Ga x2 Magnum Ammo


R x2 Ribbon

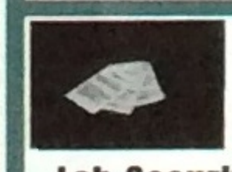

Ss x3 Shotgun Shells

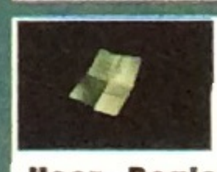

H x2 First Aid Spray


Mf x1 Main Fuse


Mo x1 M.O. Disk

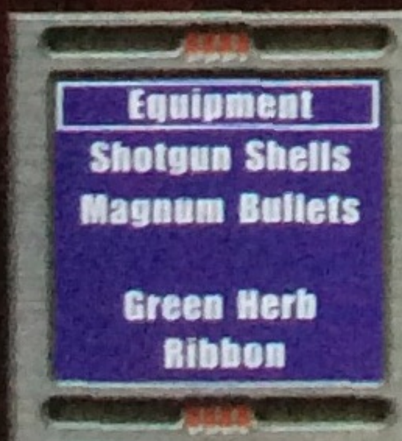

Fc x1 Fuse Case


D x1 Lab Security


D x1 User Register


Fl x1 Flamethrower

Key
Z •Zombie
P •Ivy
L •Licker
Pz •Puzzle
P •Surprise Ivy
Bb •Blue Bush
Ch •Chest

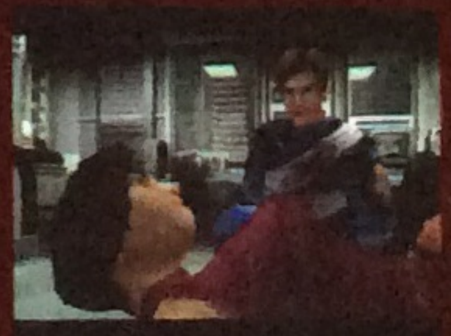




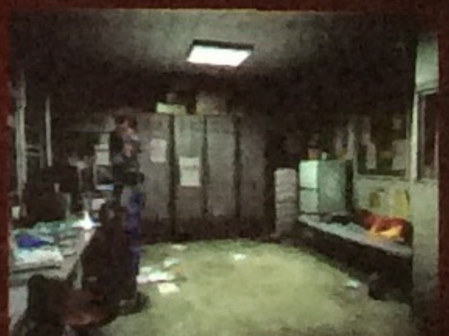
You carry the limp-legged Ada to a nearby safe place (the save room). You try to comfort her, but she starts to imply that she has special feelings for you. The perfect woman at the worst possible time; life can be a stitch away from an open arterial wound sometimes.



The walk from the lift to the save room gives you a glance at the next targets of your increasing frustration and feelings of helplessness.



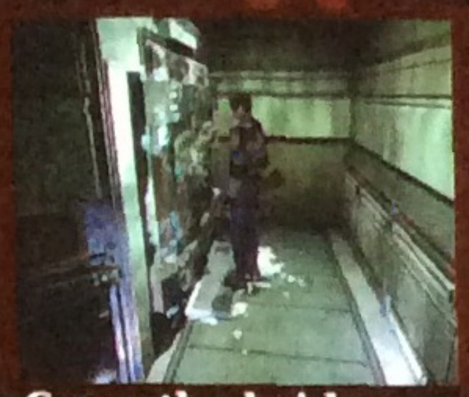
A bit of the story is revealed in this cinematic cut-scene. She seems to like you, "but what about her feelings for John?" you think silently.



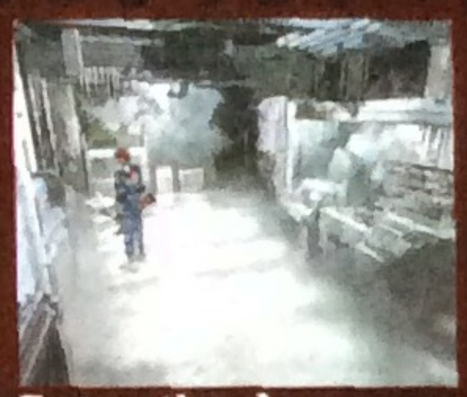
The save room is filled with goodies (other than you know who). Collect these items and record your current status in print.



Put your fiery, frustration-fed motivation on the back-burner for now, and exit the save room and head through the the hall to the south.



Cross the bridge, then go across the blue light bridge (see left-most picture). Enter this door and make a left at the corner. This will take you to a frozen door.



Enter the door; grab the Health Spray and get the fuse case. Insert this into the computer nearby (to the right of Leon in the above picture) to get the Main Fuse.

Equipment
Main Fuse
Fuse Case
Health Spray

Sub-Zero Lab



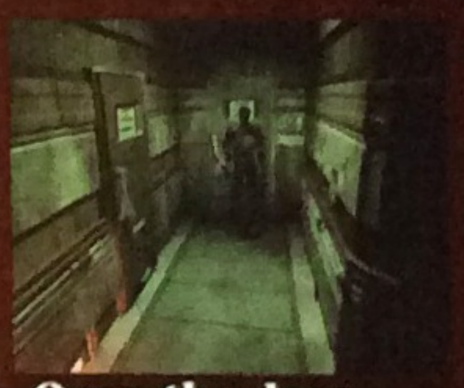
Exiting the save room with thoughts of all kinds (from disgusting to divine) racing through your consciousness, you race onwards and into refrigeration territory. The elevator is unusable; so take the hall to the south. Wrap up warm!



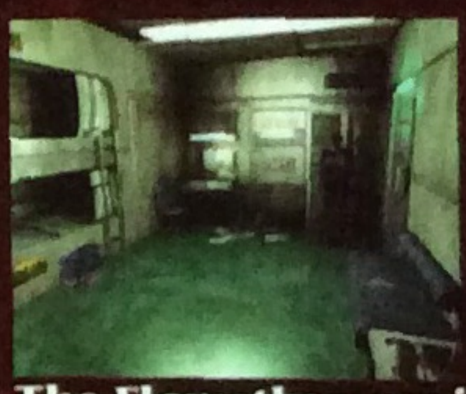
Use the Main Fuse on the mechanism in the center of the bridge arrangement. This allows you to open the large doors in the East and West Areas.



Now head down the red light bridge to the West Area. Make a right at the corner within.



Open the door shown in the picture above. There's a weapon, ammo, and files to get here.



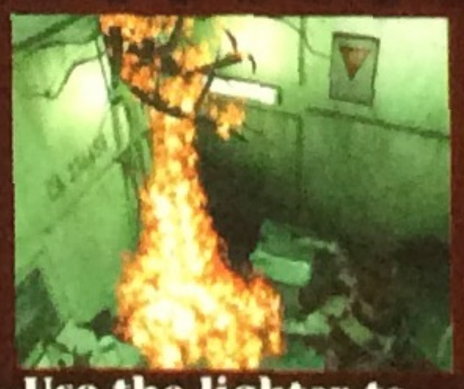
The Flamethrower is in the locker shown in the picture above. To the left is a computer you can use and a file to read. Another file lays on the sofa near the bottom of the picture.

Plant Lab

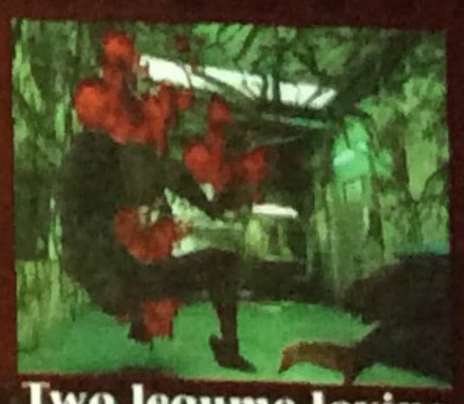


Equipment
Magnum Ammo
Flamethrower
Shotgun ShellsX2
Ribbon
User Registration
Lab Security Manual

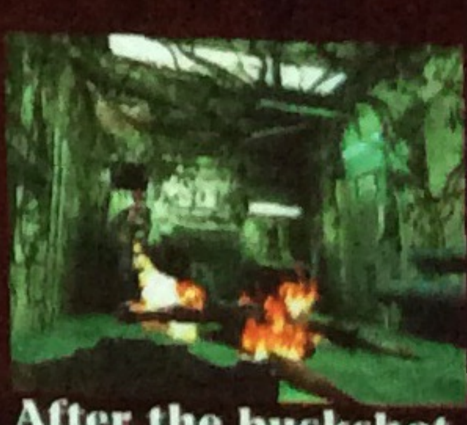
The Main Fuse puzzle solved, you enter the West Area of this factory. Entering a bunker room you find a plant moving without the slightest observable breeze, and a victimized scientist sprawled before it. This is a hint to you: stay away from the plant. However, the gas near it, the lighter in your pocket, and the Flamethrower you've uncovered all cause you to begin to reconsider. The sound it makes will hurry the pace of your exploration and wily weed extermination for sure. Head through the vent afterwards.



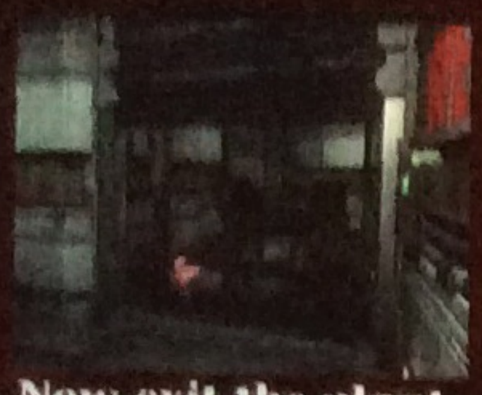
Use the lighter to ignite the gas below the green, genetically generated plant, or steam it with the Flamethrower. Crawl into the vent afterwards.



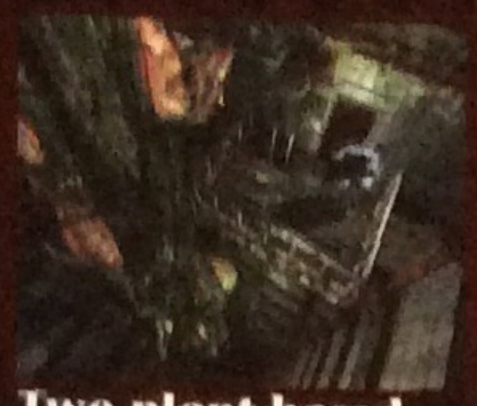
Two legume-loving Lickers are licking their lips in your general direction as you arrive. Waste no time in wasting their hairless hides.



After the buckshot finishes bouncing, or the flames finish crackling, search the locker in the south part of this room for two Shotgun Shell boxes.



Now exit the plant room and go to the West Area shutter-door. As the heavy metal man-port rises, you hear sounds that have never engulfed your ears before.

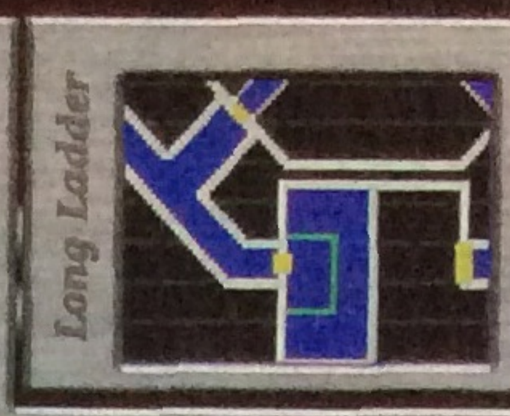


Two plant-based nightmares stare at you with tentacles writhing in anticipation of ripping your mortal meat. Exit through the door...



...and another venom spewing (see middle pic.), garden ghast awaits trimming. Two Green Herbs are here, but the ladder leads to your next goal.





Now it's time to unleash the fearsome creepy crawlies that lurk behind the two large East and West Area doors... or maybe there's nothing behind them. You're about to find out which, since your next stop is the large West Area door near the bunker room.

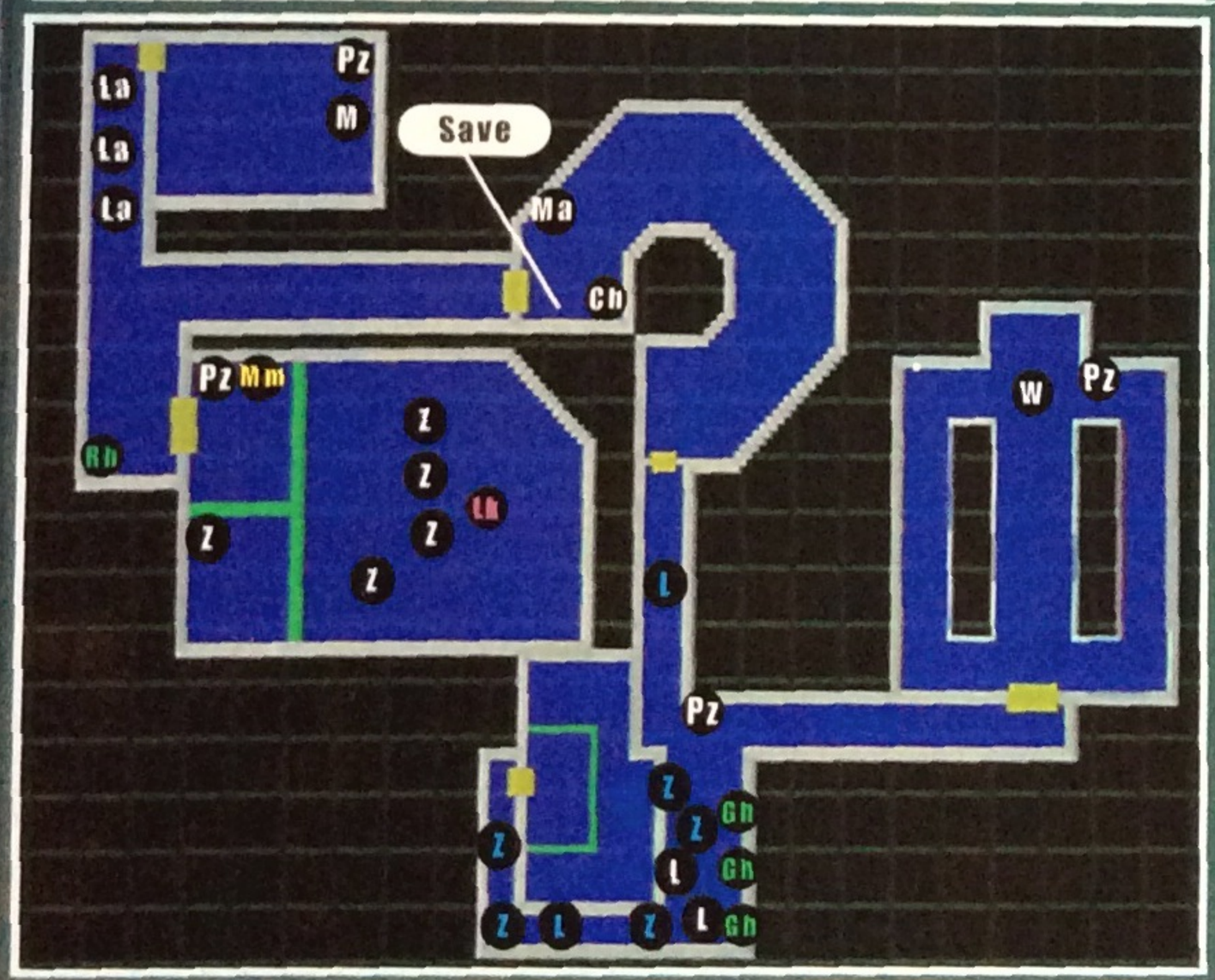
Laboratory B-5

Survival Horror Tactics

Cutting edge genetic enhancement of the plant-life in this place has created a huge vine-like leviathan spanning as far down as your eyes can see. This ladder descent is your most risky yet...



Laboratory B-5



Items Key



Gh x2 — Green Herb



Mm x1 — Magnum Parts



Rh x1 — Red Herb



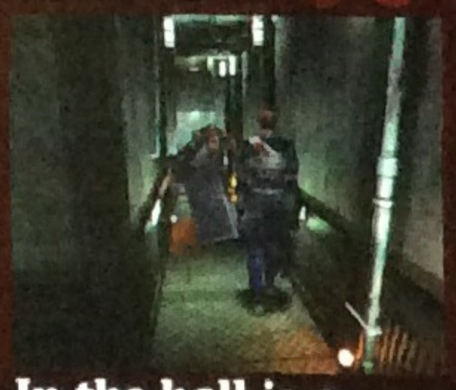
Lk x1 — Lab Card Key

Key

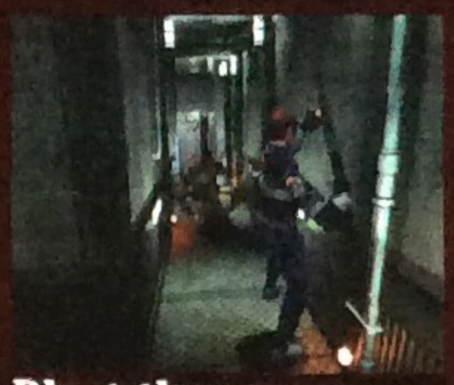
Z •Zombie Z •Surprise Zombie L •Licker Pz •Puzzle P •Ivy L •Surprise Licker
M •Moth La •Larvae W •William Ma •Map Ch •Chest



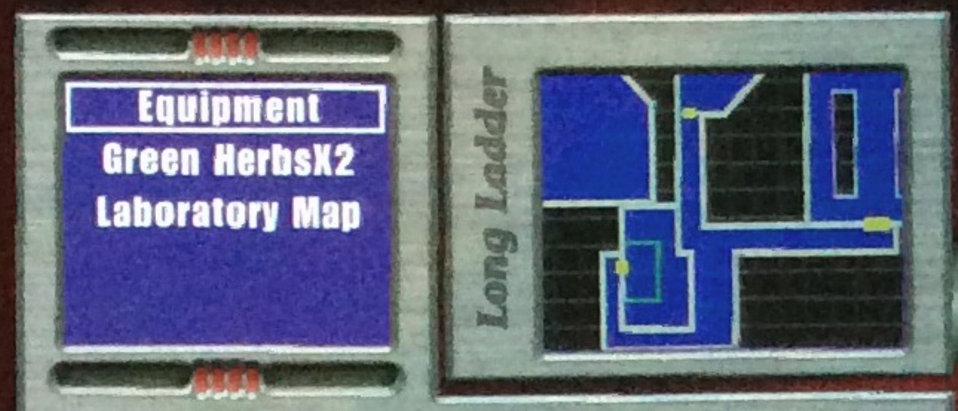
Enter the door once you've reached the bottom. The huge vine is harmless to you, but the smell... Ugh! Time to leave, methinks.



In the hall is a livid Licker waiting to ambush you from the ceiling. Watch for it's taster; it burns like the dickens!



Blast the opportunistic oddity into an abstract arrangement of blood drizzle and minced meat. Proceed further down the hall...



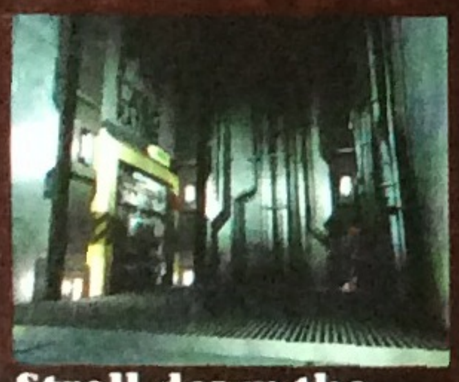
Now, with a moment of safety you can use one o the Green Herbs to heal your withered frame. Cautiously enter the door and explore the futuristic surroundings you're trespassing within. This adventure isn't getting any easier.



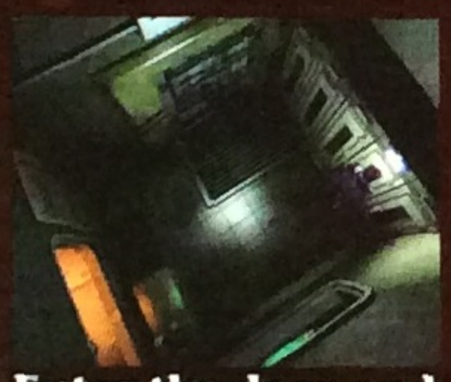
...where two more putrescent predators are on the prowl. Give 'em gun until thy grimace and twitch on the floor. Next, enter the C-2 Hangar. This large octagonal room contains a console of interest.



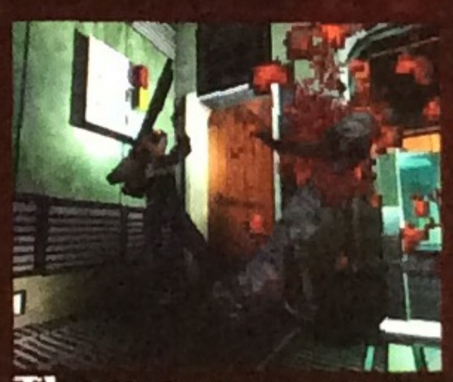
First, get the Laboratory Map from the blue-screened terminal. Author a small novel on the typewriter, then enter the security door to your right.



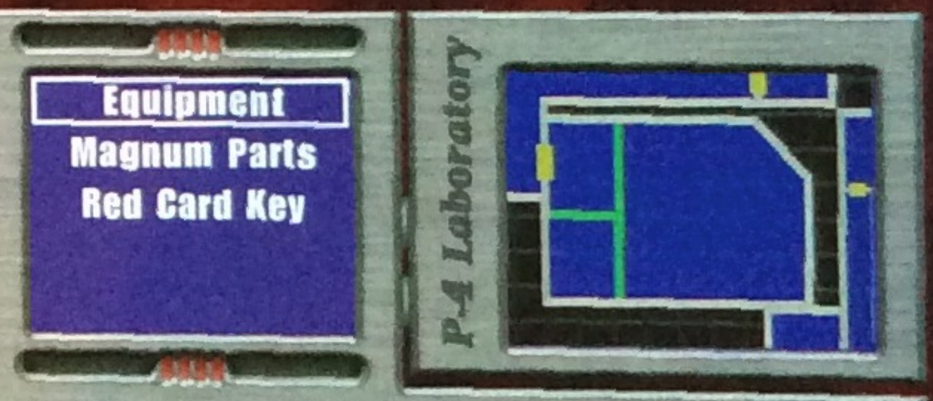
Stroll down the hallway and take a left at the intersection (ignore the nest in the background for the moment). A Red Herb is there.



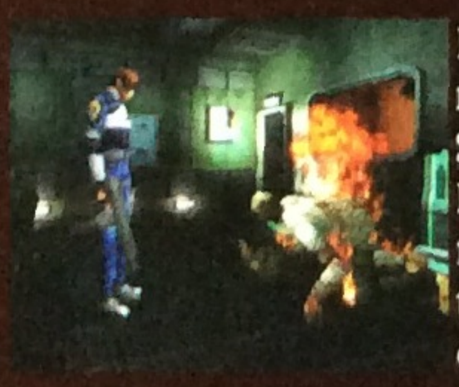
Enter the door and walk up to the only lit locker you see. The weapon Box Key can be used to acquire Magnum Parts. Now, enter the small door in the room.



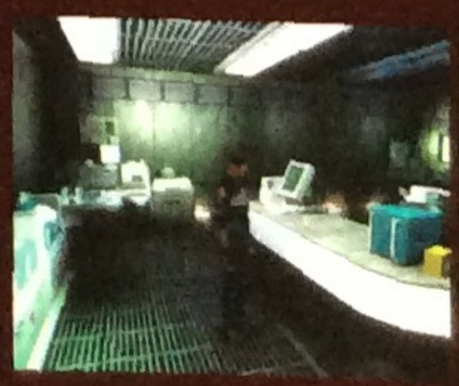
There are a group of zombies here to mercifully disintegrate. Not too challenging, as long as they are kept far enough away.



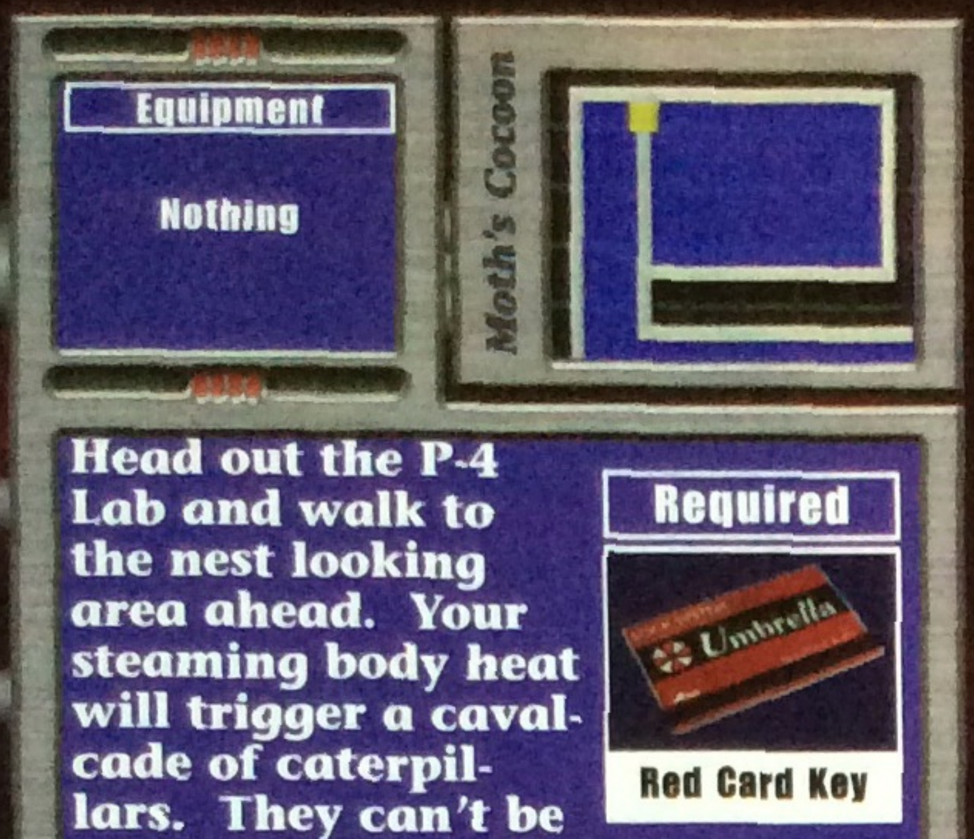
The laboratory area is trembling with the possible threat of a surprise attack from some creature with festering flesh that dislodges into a slushy vomitous mass on the floor as it fights. Unfortunately this never comes to pass... that is until you enter the P-4 Lab.



Inside you'll have more room to make "Custom Shotgun Panoramic Pictures" as you blast four zombies in a single trigger twitch. Or, you can roast a few marching fellows in an open fire...



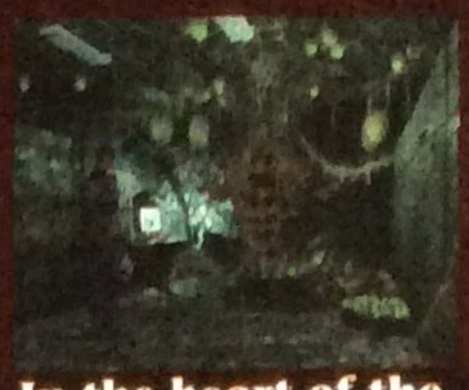
On the rearmost table is Red Card Key that will allow access to a couple of rooms that were locked in this area. Ignore the machine nearby for now.



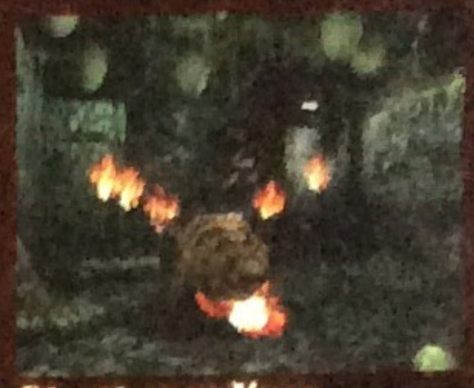
Head out the P-4 Lab and walk to the nest looking area ahead. Your steaming body heat will trigger a cavalcade of caterpillars. They can't be stepped on, but they can be ignored. Watch for what the acidic liquid their spittle transforms into when it combine with air; it'll burn your toes off! Use the Red Card Key to enter the hardened-slime smothered door. An excessively engineered insect protects the lair it has created; but, you have business here, so it must die. Scrape the larvae off the computer in the room and use the code file you discovered to get a twenty-four hour security clearance. You can use this status upstairs to perform half the opening process of the fingerprint-lock door in the East Area (the second part being executed by your female alter-ego in the next game).



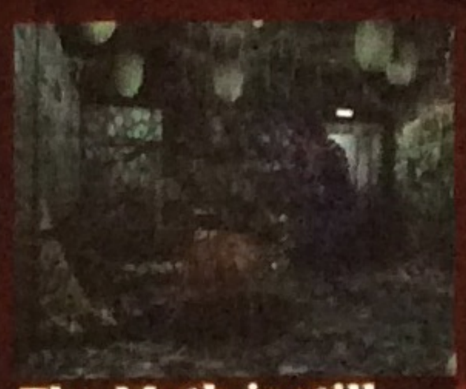
The nest area is guarded by ceiling crawling with caterpillars which have skydiving aspirations. Shoot them for fun or enter the door.



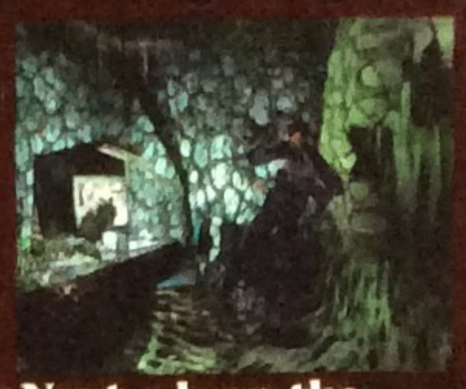
In the heart of the nest is what feeds off of, and fertilizes that humongous vine you passed earlier... A mammoth moth.



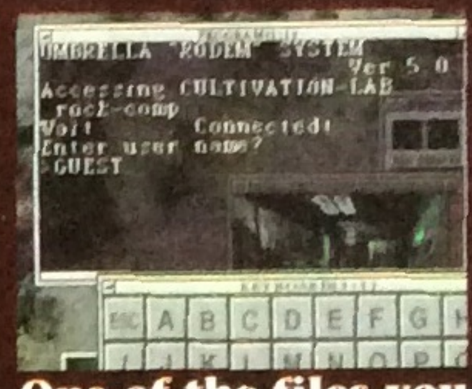
Start sending pollen-licker parts around the room before the enormous insect can even flap a wing. Or, you have the option of burning off its wings entirely!



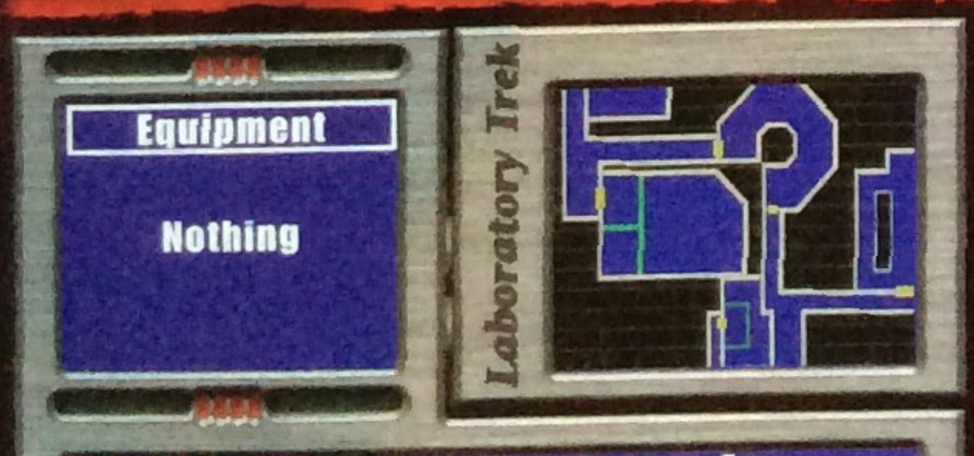
The Moth is still quite a capable creature with its wings removed; it can hop on you, sticking its endo-incisor into your mouth, and sucking your insides out. Squash that moth with a monstrous Magnum burst!



Next, clean the computer table with your customized shotgun-shell-blasting firearm; then access the computer's authorization program.



One of the files you have read has the code necessary to supply you with the required response. It's "GUEST". Upon entering this word the computer will inform you that you've a day-long security authorization.



It's time to trek back to the Laboratory B-4 level. A couple of ambush points will stand in your weapon-toting wake, but they will be no match for the developed Leon controller you've grown to become. And, in the East Area, there's a bit of planning ahead you need to pause a second for.



Go back by the Typewriter and save our game. Next head south to the ladder so you can go back to the upper level. A powerful pouncer will interrupt you on Laboratory B-5.



And, on Laboratory B-4 a couple of rancid reaching roses will block your path toward the East Area.



Before going into the door that requires the Card Key, open the large shutter door and use your "Guest" status to half open the lock (see the above picture).

Laboratory B-4

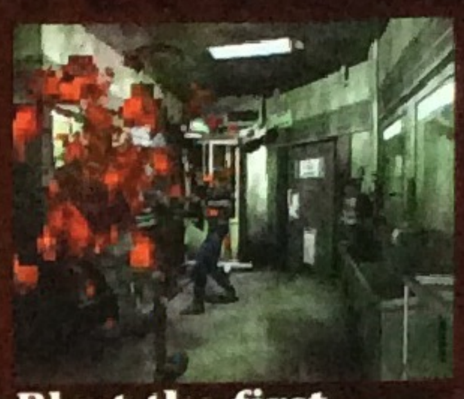
Survival Horror Tactics



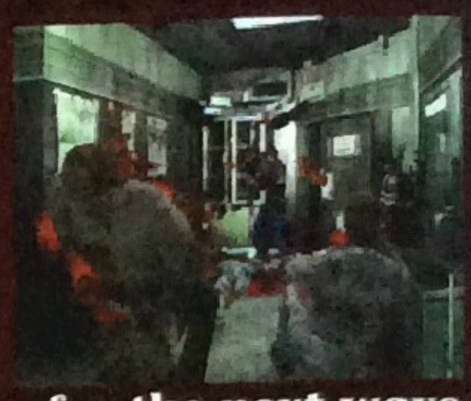
It's now time to make the treacherous climb back up the ladder near the plant whose friend you've just sent to the maggots. The laboratory B-3 has rooms you can access now that will lead to the discovery of unpleasant truths...



Inside the East Area is a door that the Lab Card Key will open. It's time to clear this room of it's contents!



Blast the first zombie into a sizeable "SPLAT" scan. Keep your Custom Shotgun ready...



...for the next wave of worthless walking dead. Chop down the medium sized group of undead in a furious fashion.



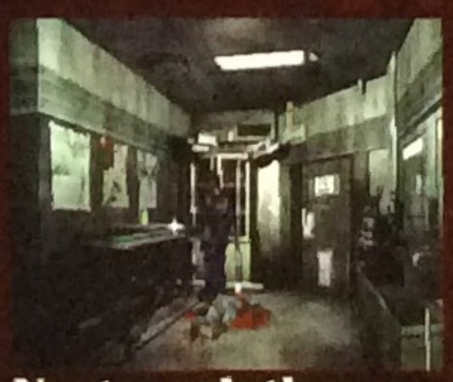


Use the Red Card Key to bypass the security lock on the locked door in the East Area. A medical facility is here, and a plethora of patients in need of a projectile-based panacea. These invalids are enjoying their dark dwelling days alone, but they rush to welcome your arrival. After blasting them into morgue fodder, you search the room for valuables. A Magnum Clip and Health Spray are easily ferreted out, but the MO Disk will take a little ingenuity. "Let there be light!" you say as you flip the switch, revealing the expensive machinery within this area. The MO Disk is easily recognized now; with it in hand, you make your exit, only to have a dangerous ride during the dips and dives of a dramatic discovery.

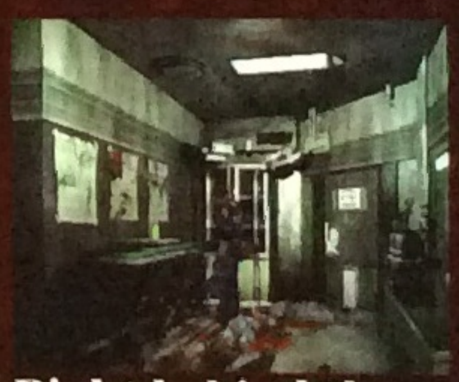
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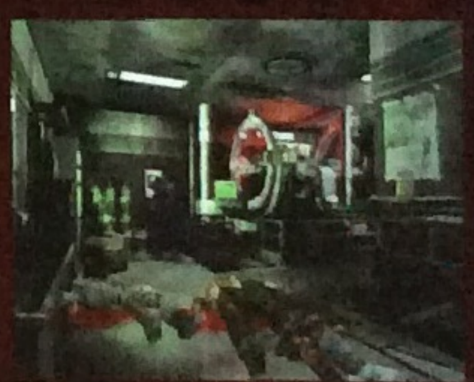
Lab Card Key



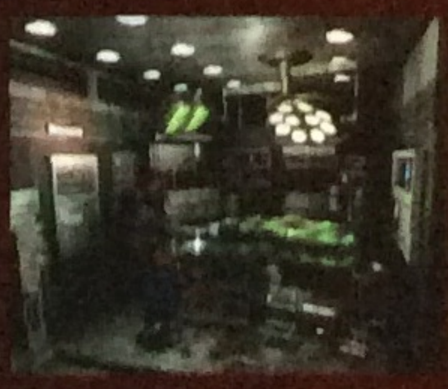
Next, grab the glistening clip of Magnum Bullets beside you. The Magnum will be important against the higher powered monsters you'll face.



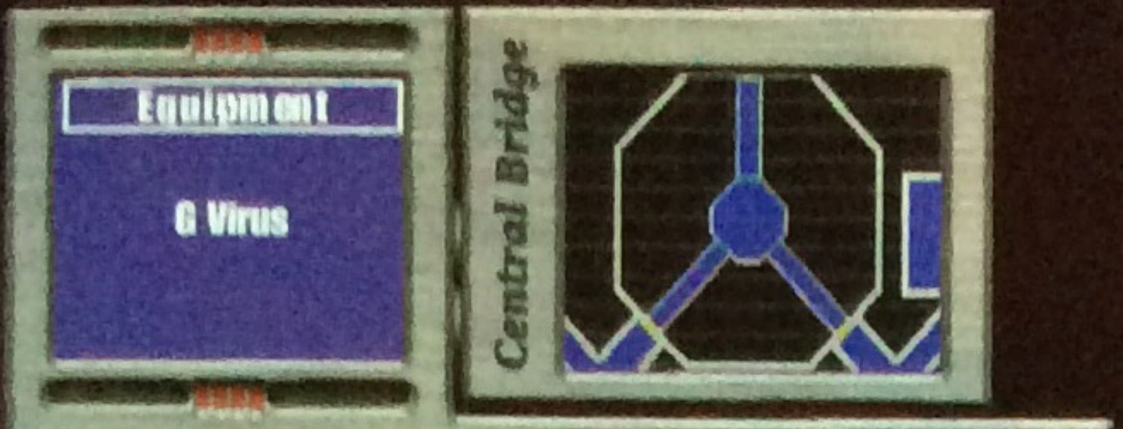
Right behind the Magnum Bullets is a canister of healing aerosol. Collect it now since the future holds copious blood-loss.



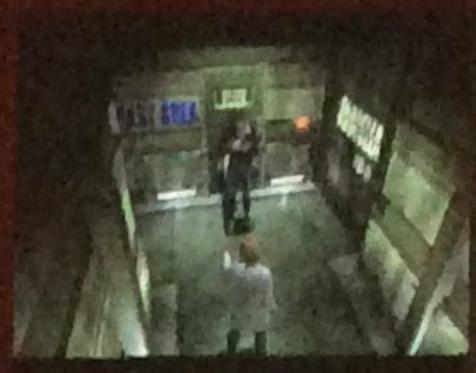
Shown in the picture above is the location of a light switch. Flipping it will light up the dark area within this facility.



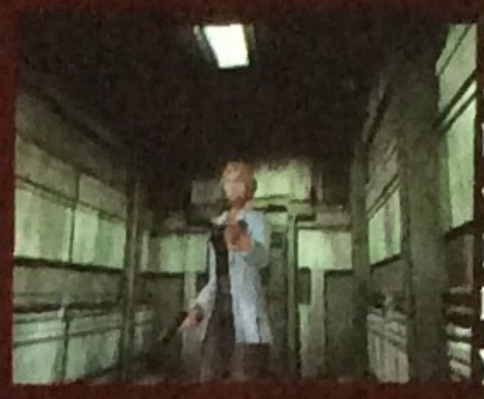
The MO Disk ill be flickering in the still unsteady light. This is needed to access the door where the surprise attacking Lickers on B-5 make their home.



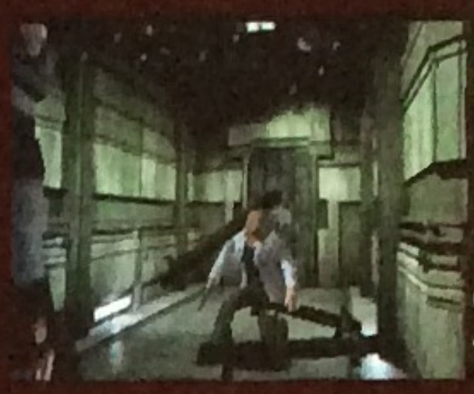
As you exit the medical examination room, Annette, the brainy scientist with more than a few screws loose, will get the drop on you. You're at her mercy as she accuses you of things which you know nothing about and believe even less. There is no wavering of your trust in Ada as Annette accuses her of being a spy and a liar of world class skill. Luckily, a freak surge in the factory's infrastructure causes a fateful pipe to clonk Annette across her painfully pointy skull, and put her in a much-desired state of unconscious quietness. You use this opportunity to snag the deadly man-made virus, called only by the letter "G," and spirit away from this place... Only to become ensnared in an even more precarious predicament.



You exit the medical section, only to become threatened with an emergency trip right back there. Annette is angry, antsy, armed... and aiming a gun right at you!



She accuses you and Ada of things you refuse to believe. Ada a spy? And you knowing about it? It's just not true! She laughs maniacally at your apparent ignorance.



A sublimely placed and timed pipe clocks a few minutes of peaceful sleep into Annette's enlarged mental timepiece. This gives you a chance at escaping and getting the "G" Virus.



On your way to the West Area, you're stopped by the wounded, but still lovely, Ada Wong. Surprisingly, she confirms the unpleasant things Annette accused her of.



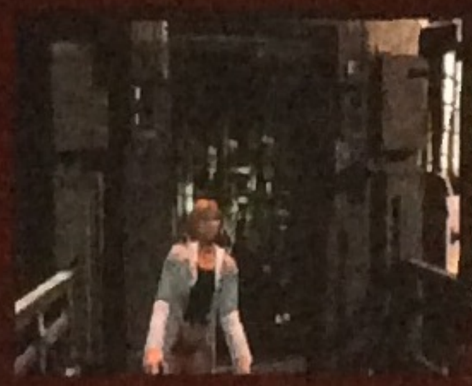
The drama continues, as she reminds you how she warned you about getting too close to her emotionally before. She demands that you hand over the G-Virus!



You stand by your duty to protect her, as a member of law enforcement, but the hurt in your voice weakens the force of the words you speak.



Ada weakens also as her feelings for you overwhelm her sense of duty and logic, but it's too late to save her from a sucker shot planted by...



...Annette! Strong with psycho-power and adrenaline, a last desire is carried out before she collapses. Meanwhile, Ada falls over the edge!



You grab the hand of a love you realize she could have been, now more than ever before. She has given up mentally. You try to give her confidence...



...but, her will is broken and her shame too much to overcome... She releases her grip, lets her body go limp, and plummets into a deadly dive.



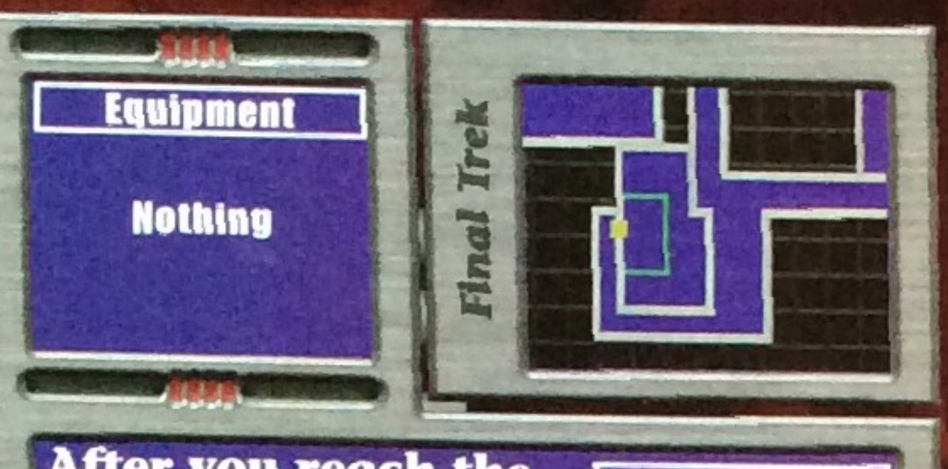
The pain hits you hard and you suffer as your body puts you through a torturous wave of feelings. You fight it off and head back down the ladder to B-5.

Laboratory B4

Survival Horror Tactics

With superior women dropping like flies, you have only one goal now; get out of this place. As you descend the exhaustingly lengthy ladder you are reminded that the fate of one more phenomenal females are unknown to you.



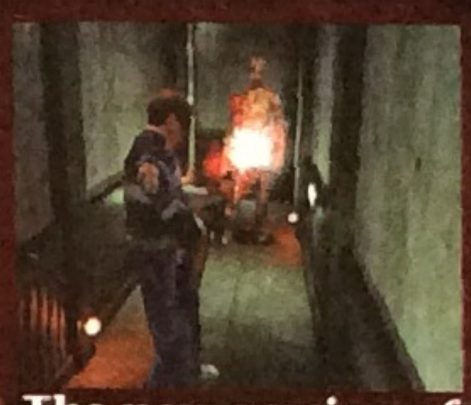


After you reach the bottom of the ladder connecting the two lab floors, enter the door. A new type of skinless zombie is roaming the "halls of ambush" this time you enter them. Disgusting in appearance and dangerous to the touch, these uglies ask for the body restructuring they receive. There is a door here that you'll need to occupy your attention next. Use the MO Disk to access the hall that leads to your moment of truth.

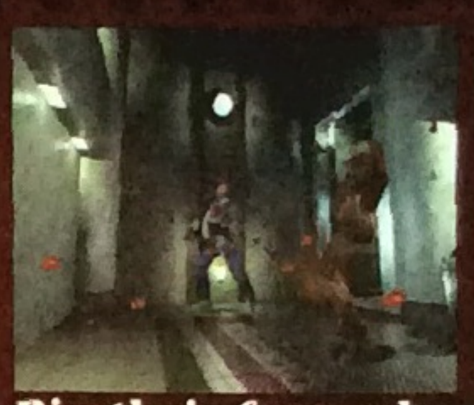
Required



MO Disk



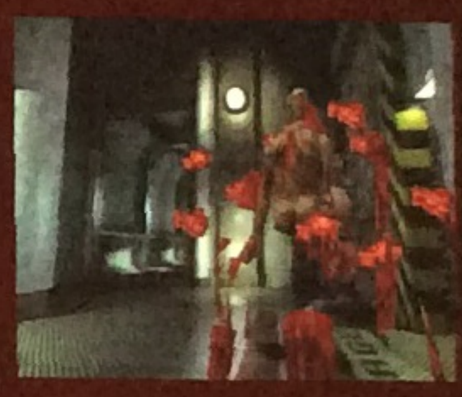
The new version of vespertine humanoid is no different from the others that have fallen before you.



Rip their formerly living flesh from their currently maggot-filled marrow. THUNK!!



When you can finally get by, go to the door pictured above. Use the MO Disk to bypass the security lock, and open the door.



Since these are the last zombies you'll get to blow into unrecognizable scarlet splatters, you may want have some fun before entering the door.



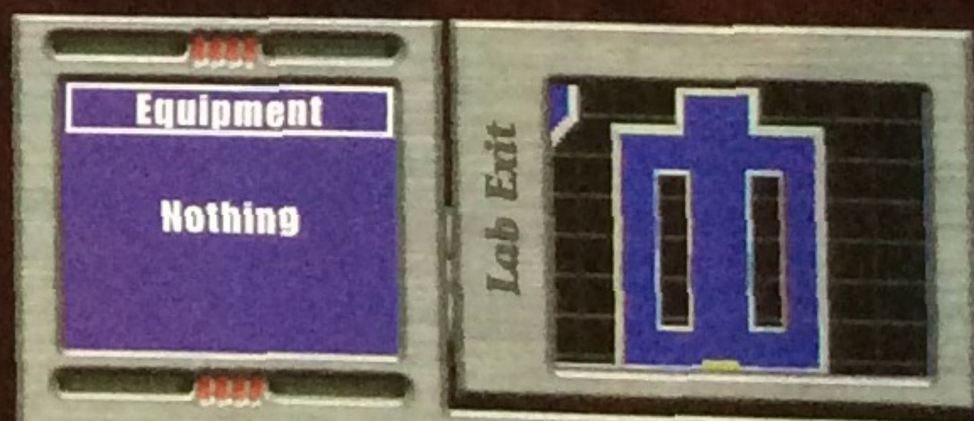
Inside the red tint room, find the button shown above and press it. This will lower the lift that you'll use to escape this hellish rookie sortie.



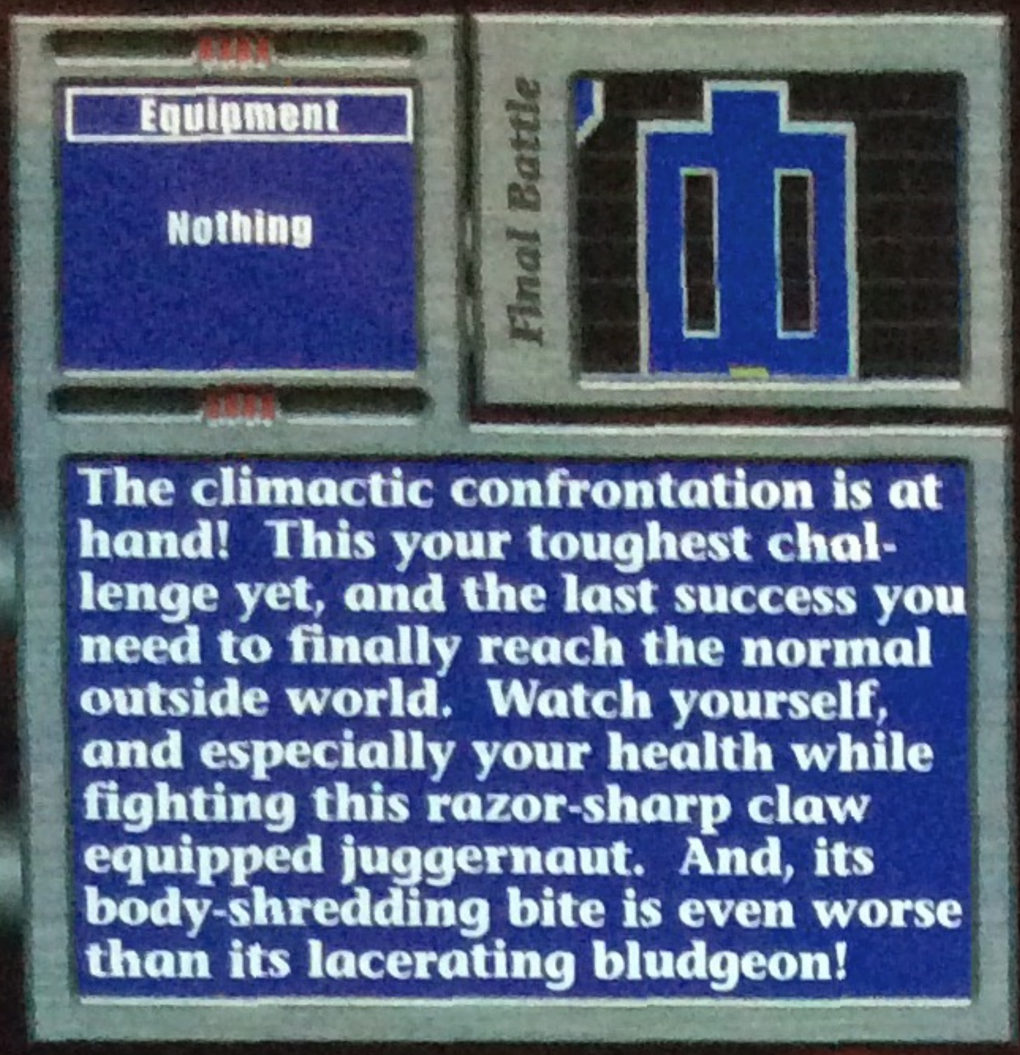
Uh, oh... Of course you can't leave quite that easy. A pounding comes from one of the solid metal tiles which make up the ceiling to this room.



The metal section is no match for the destructive desires of a certain ultimate bio-weapon. You dodge the first attack of many by mere inches.



Making sure that you have enough weapons, ammo, and health, you open the door lock to this unusual looking room. The countdown till this place goes up in smoke starts. You have enough time to get away on the elevator, but is that your only worry?

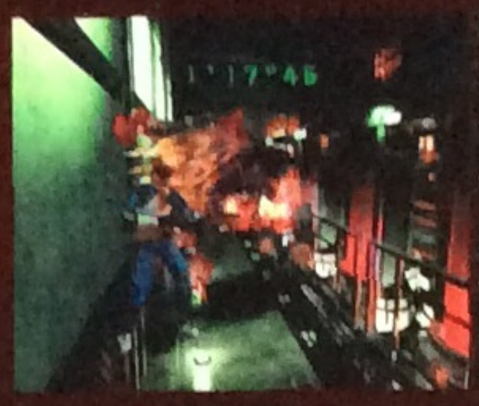




It's tyrant-looking first form isn't especially tough to handle; just run away and shoot it from far range. It does have a right/left combo to watch for though.



Soon, usually after three staggers, it will begin a terrific transmutation into its ultimate attacking form. Lion-like in skill and ferocity it can strike from any angle!



Blast away with the Custom Shotgun or Magnum. It will buffalo charge you with the formidable fangs it calls a face; try to get a few side shots in when the opening is present.



Bits of ripped flesh flap painfully in the breeze that accompanies the bio-beast as it claws it way down your chest. Always make sure to run before a jump.



Once it gets tired of being blown apart by your custom weaponry, it will take to the tops of the cylindrical tubes within the room. Shoot it between jumps.



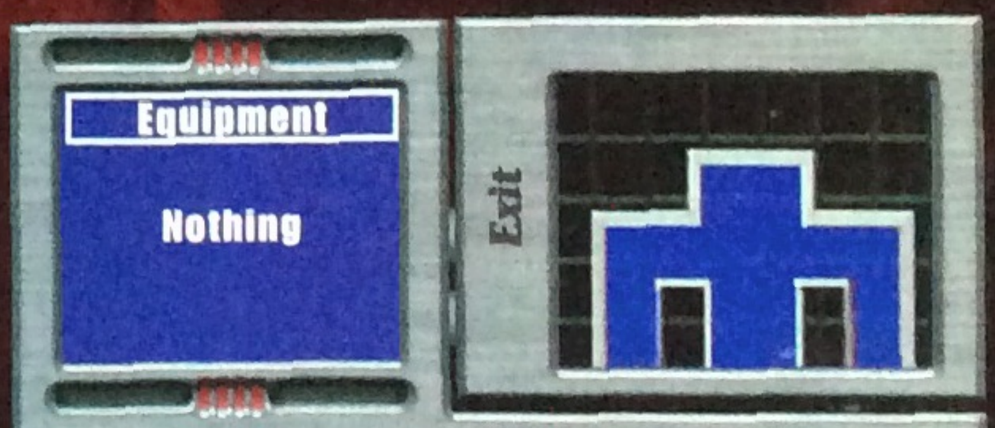
Once back on the ground it may try to swipe at you or bite your chest in two. The bite releases a large amount of blood from your body and leaves you sprawled out all over the floor.



Run to its side or back while it recovers from its "grave-maker" onslaughts. These locations give you the advantage (unless it jumps); puncture as many of its organs as possible.



Once the "extra-special-terrestrial" is filled with lead, and nearly absent of its own fluids, it will deteriorate into a bubbling pile of poisonous pollution.





The lift will arrive after your amazing feat of defeating the most insanely powerful bio-weapon in existence by yourself. Enter before the whole place explodes!



At the end of the trip all that's left for you to do is to run around a couple of corners and meet the missing Claire. Maybe a relationship is still in cards for you...

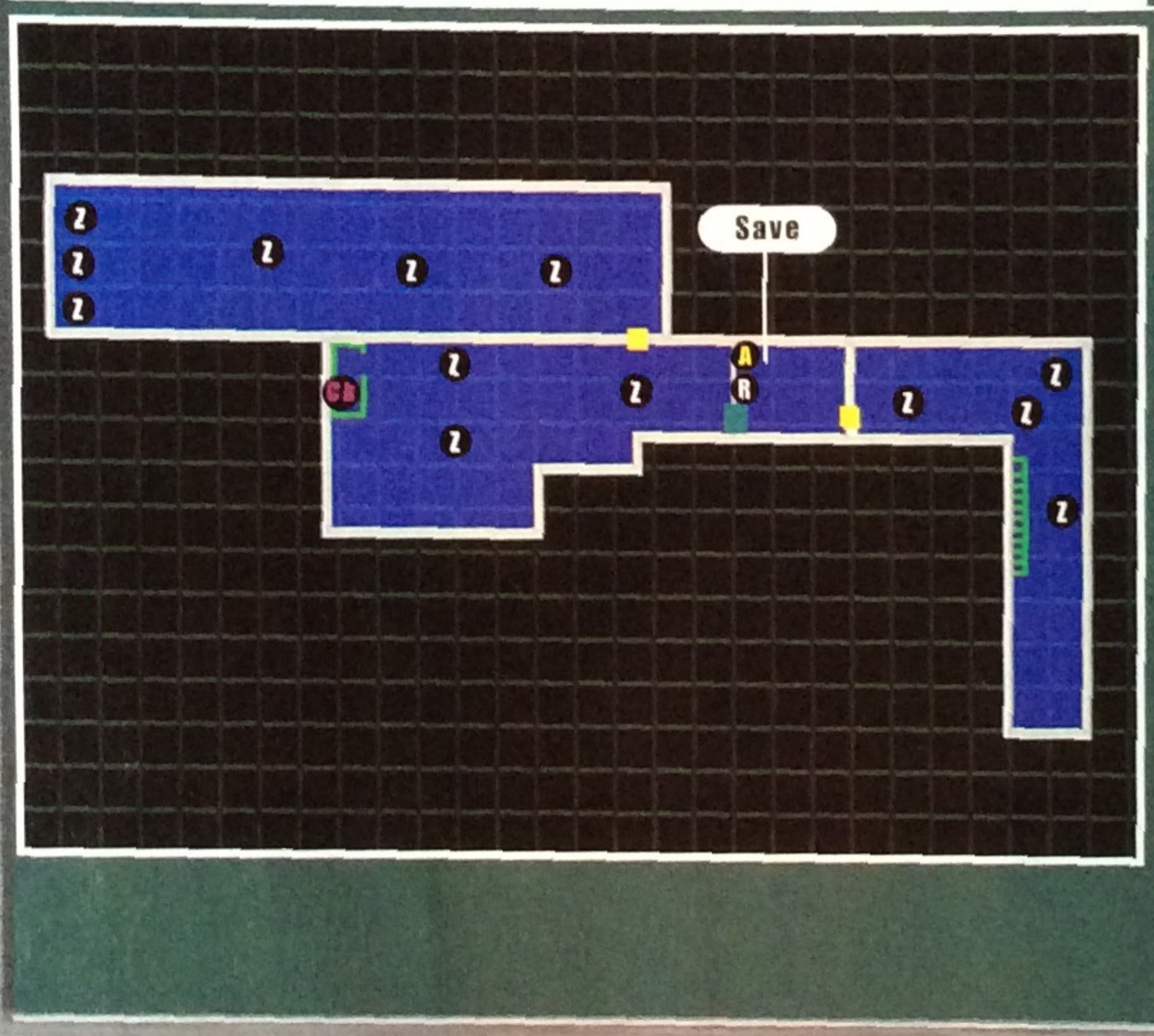
Raccoon City

Survival Horror Tactics

With ferocious thorns of flames leaping up to the heavens behind him, Leon is greeted to his new district of duty by devastation, mass destruction, and mobile decadence. Out of the flames comes a trio of deceased residents with evil intent.



Raccoon City Map



Items Key



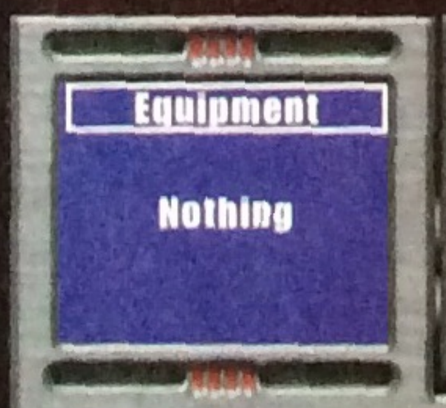


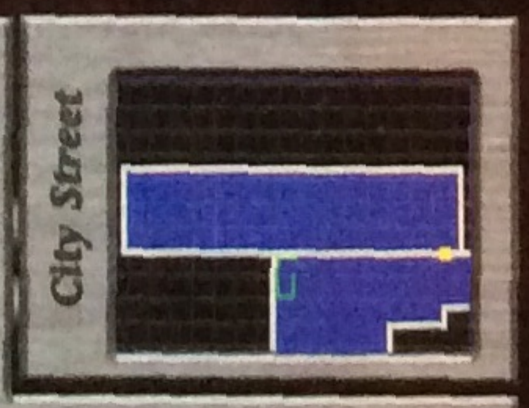


Key

Z •Zombie

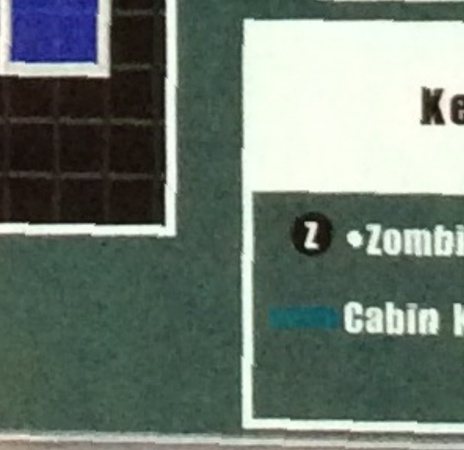
Cabin Key Door





Welcome to Raccoon city Leon. Quite the night-"life" we have here don't you think? Anyway, this is the introduction to the tale of survivor's horror, and victim's hell. Plenty of space is available for zombie dodging; and thus, it's recommended that you save your ammo for later.

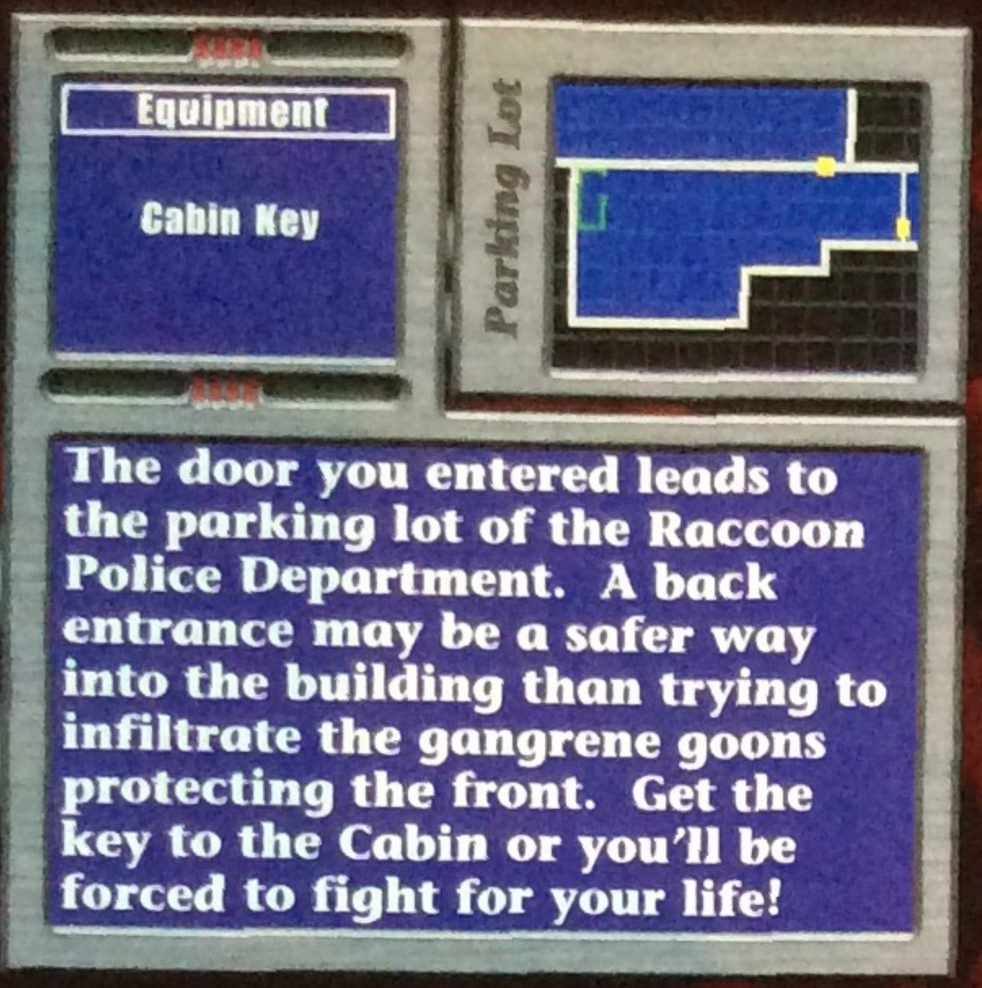
If the raging fire isn't enough to get a skip in your steps, the zealous burning zombie brothers. will give you a reason to move.



Steer, while running, around the zombies roaming and rummaging the city; they're slow so you should be able to get by without getting touched.



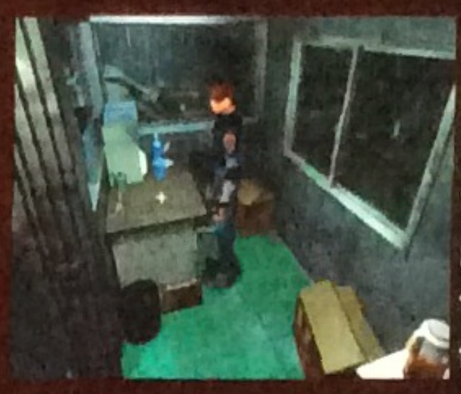
Keep up the pace! Take a second to pick a path each time the camera angle changes before dashing forward. When you reach a door to your right, enter it.



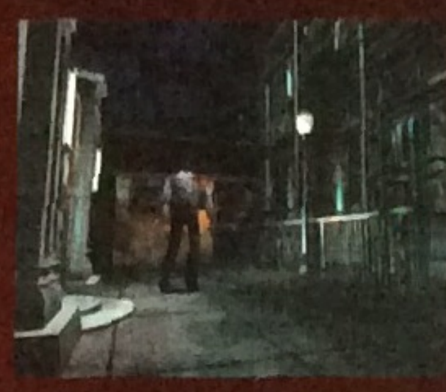
The door you entered leads to the parking lot of the Raccoon Police Department. A back entrance may be a safer way into the building than trying to infiltrate the gangrene goons protecting the front. Get the key to the Cabin or you'll be forced to fight for your life!



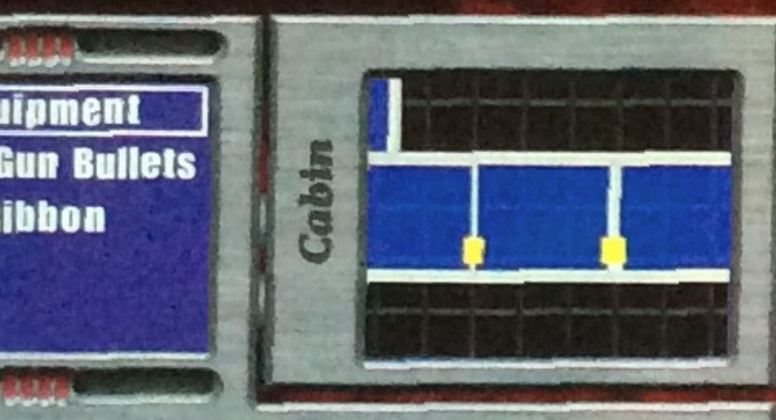
Head west, ignoring the zombie to Leon's left, and enter the small room at the end of the lot.



On the table inside lies of small-sized key that will allow you to exit the outside lot. Don't take too long or you'll be trapped inside!



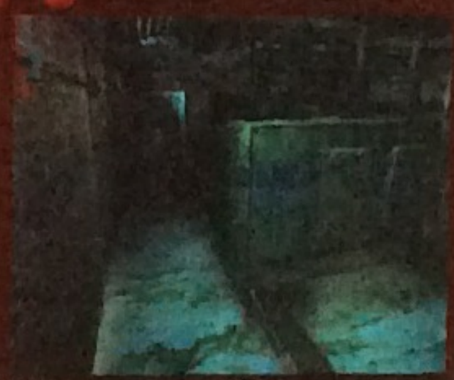
Now run past the flat-footed zombies in between you and the Cabin and use the key (discard it afterwards) to open it.



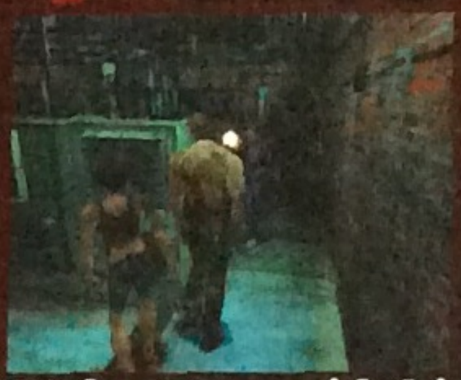
The Cabin appears to be safe so you can take a little breather. Get the extra ammo sitting on the table, next to the typewriter. Every little bit helps, and the guy who originally owned these rounds isn't going to complain. Now you have your first opportunity to record a diary of your experiences so far. The time spent at the typewriter will be valuable later (hopefully).



There's some poor police officer's ammo box on the table. No time for regrets, just take the ammo, and save your game.



You smartly locked the door you entered, but if you try to exit that way, a couple of crusty corpses will come in.



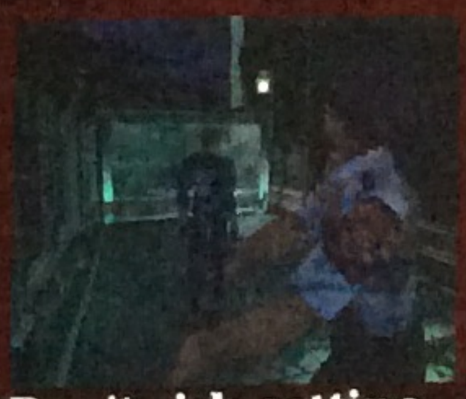
It's best to avoid this entirely by not re-opening the door, but if you "accidently" release th lock run away. Remember, ammunition is precious!



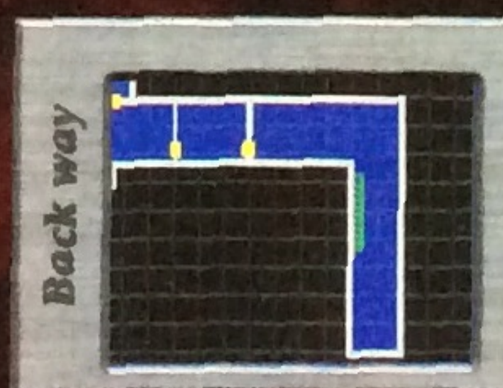
The guards make easy target for your sharpshooting skills, but it's more prudent to dodge the putrefied pests.



Make paths of least resistance through the team of tireless terrors. They are much slower than you so don't worry.



Don't risk getting within arm's length of the zombies; their reach is not to be doubted unless you like tooth tattoos.





Another group of grotesque ghouls to gallop by gracefully! The back street is where the painfully possessed guards must have stumbled to after their unexpected sick leave. No worries for you however, just pass by them with ease; using the ample space here to your advantage. These dodging techniques are important to develop now before you encounter the quicker crawling creeps in the interior.

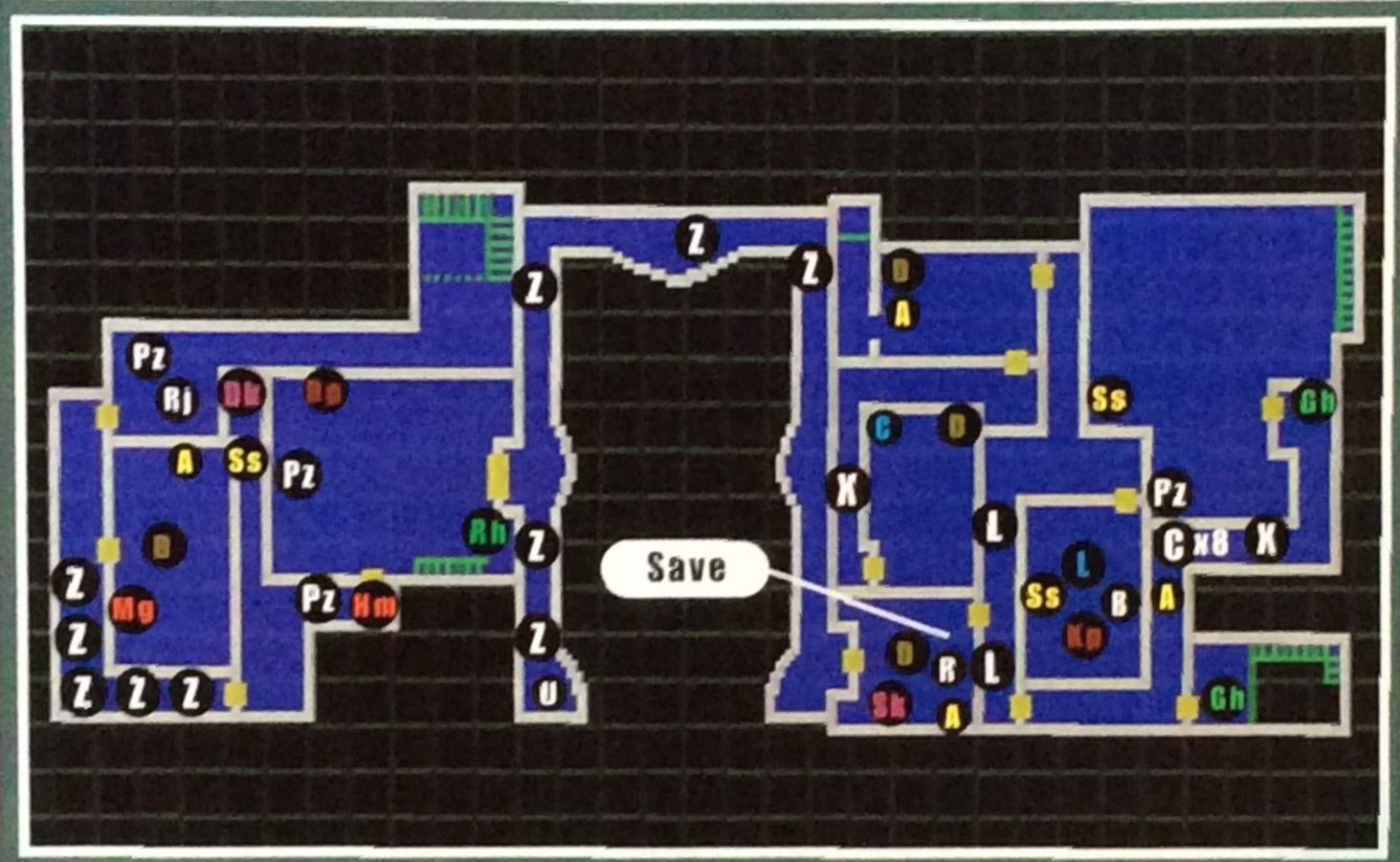
R.P.D. 2nd Flr.

Survival Horror Tactics

You've made it into the overrun Raccoon Police Department, but the crashed helicopter you avoid as you enter doesn't forebode any safety or survivors inside though. Fearless, at least for a moment, with gun in hand you enter...



R.P.D. 2nd Flr.



Items Key


Mg x1 Magnum


Ss x3 Shotgun Shells


Gh x2 Green Herb


Rh x1 Red Herb


Hm x1 Hand Gun Parts


A x4 Hand Gun Bullets


Kp x1 King Plug


Rj x1 Red Jewel


C x1 Crank

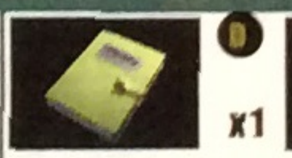

U x1 Unicorn Medal


Bp x1 Bishop Plug


R x1 Ribbon


Dk x1 Diamond Key


B x1 Chief's Diary


D x1 Chief's Diary B


E x1 Chris' Diary


D x1 Chief's Diary A


Sk x1 Small Key


B x1 Blue Card key

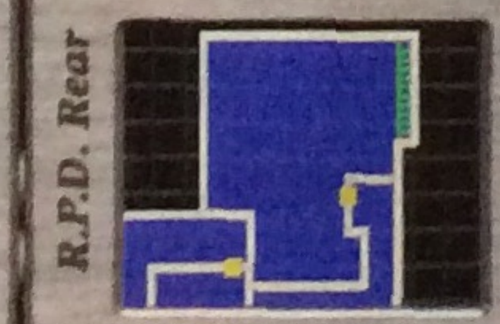
Key

- Z •Zombie
- Pz •Puzzle
- X •Mr. X
- C •Crow
- L •Licker
- L •Surprise Licker

200-5 GOLD 200-5 200-5

Equipment

Green Herb



A flaming helicopter is up the stairs that separate you from the menacing monsters below. Your fairy tale hopes of having found a safe haven demolished, you prepare your mind for what may await you within. But, nothing can help your mind now.



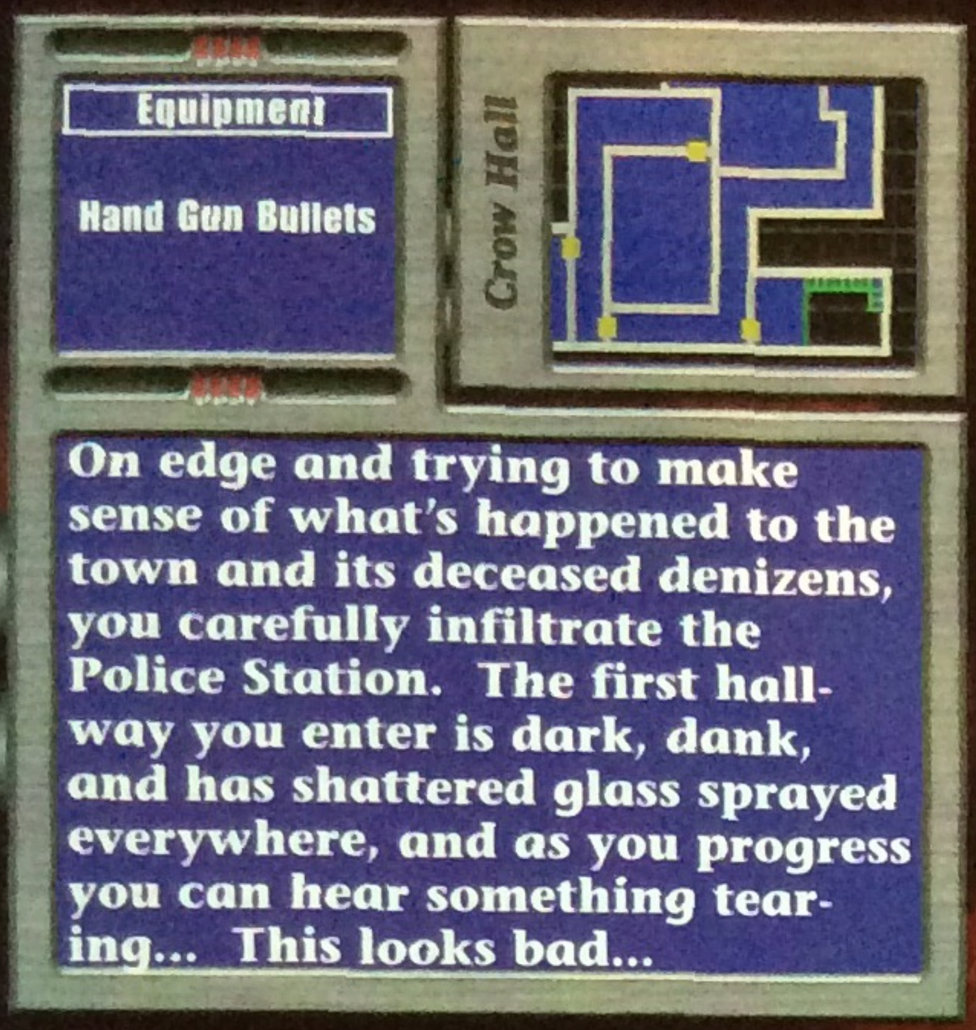
After reaching the top of the stairs, take a left and go to the door near the small, fenced-off area. Ignore the hot heli for the moment.



A Green Herb is hidden in the soot covered darkness of the wall near the door. Unless you're very confident of your abilities you should grab this.



Progress further down the saw sharp shard covered hall until a disgusting crow feast catches your eye. What will you do?





The unpleasant and unappetizing crow-chow-down in front of you is worthy of your bullets.



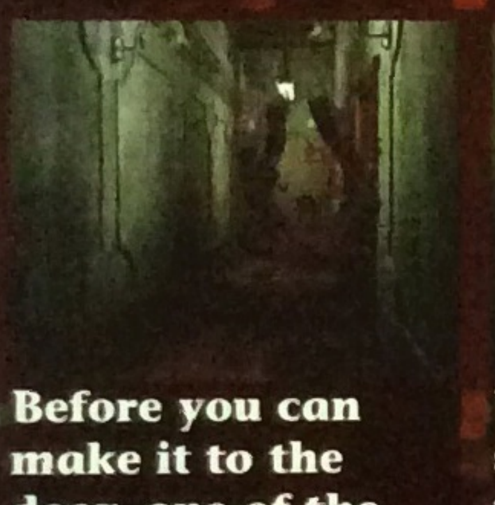
Get as many good shots as you can early, so you don't take as much damage from the scary and inevitable retaliation.



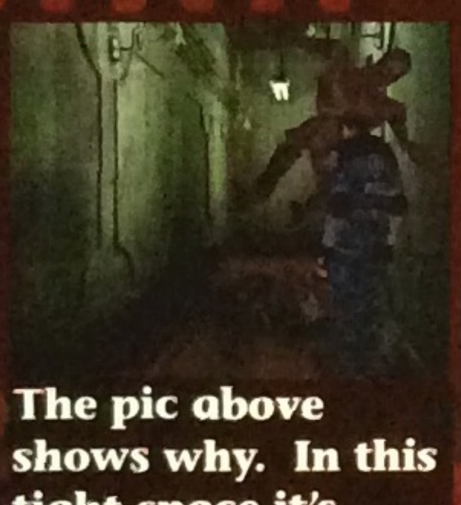
Recover from the attack with bloody barrels blazing. Use the "auto-aim" feature to aim shots at off-screen targets.



Once the crow infestation is nevermore, search the body (twice) and you'll find the unfortunately unused ammo of your "corpsy" comrade.



Before you can make it to the door, one of the Lickers will be all over you. It's best to blast before they close.



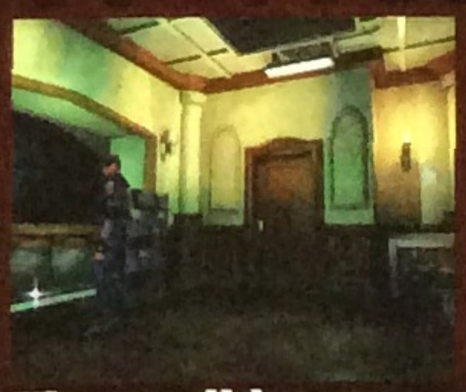
The pic above shows why. In this tight space it's hard to run around them so it turns into a battle of attrition quickly.



Around the corner is the front of the crispy copter outside. You'll have to douse this beast before you can pass by.



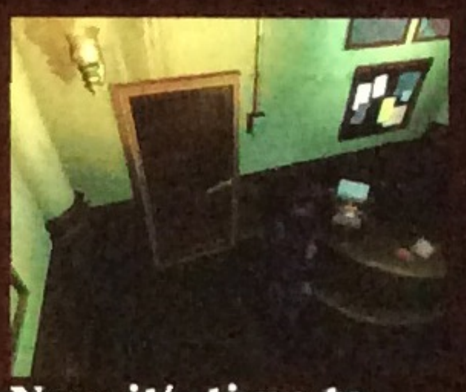




The small key, on the worn sofa, is useful for opening desks that are in a couple rooms. The File and bullets are to be collected also.



Go to the chest and deposit any extra Green Herbs and the knife (unless you have skills as scary as those Lickers).



Now it's time to continue the devilish documentary on your exchanges with the eviscerated enemies within this eroding edifice.

R.P.D 1st Flr.

Survival Horror Tactics

Leon



You're starting to get the hang of this zombie extermination job you've been forced to take on. Now the best course of action is to put out that helicopter before the flames spread, engulfing the entire structure with you trapped inside!



Items Key


Red Herb x1


Handgun Bullets x5


Shotgun x1


Heart Key x1


Ribbon x4


Green Herb x9


Small Key x1


Film x1


Shotgun Shells x4


Health Spray x2


Spade Key x1


Gear x1

Key

- Pz •Puzzle
- Ma Map
- Z •Zombie
- L •Licker
- L •Surprise Licker
- X •Mr. X
- Ch •Chest
- •Spade Key Door
- •Diamond Key Door
- •Club Key Door
- •Heart Key Door


Police Memo x1


Memo to Leon x1


Rook Plug x1


Red Jewel x1

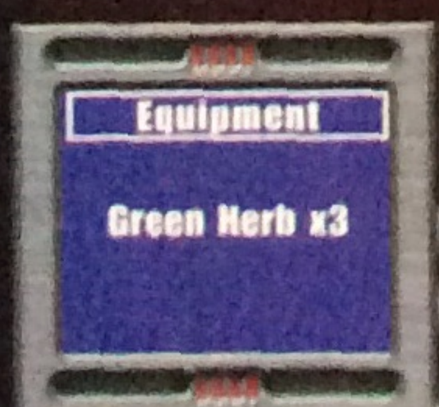

Patrol Report x1

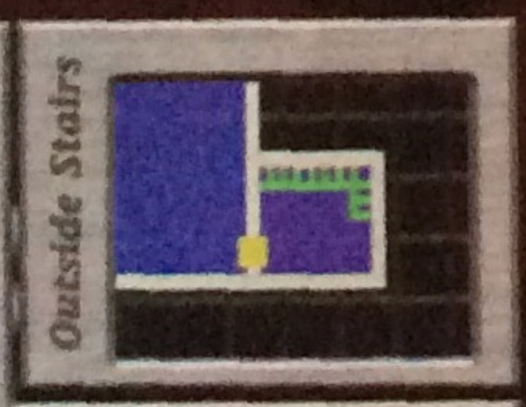

Op Report 1 x1


Op Report 2 x1

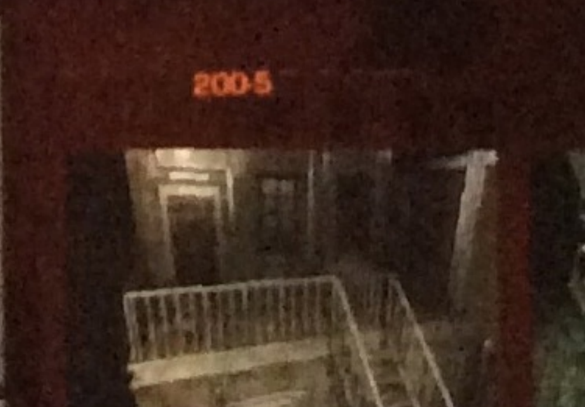

Night Diary x1


Magnum Ammo x1





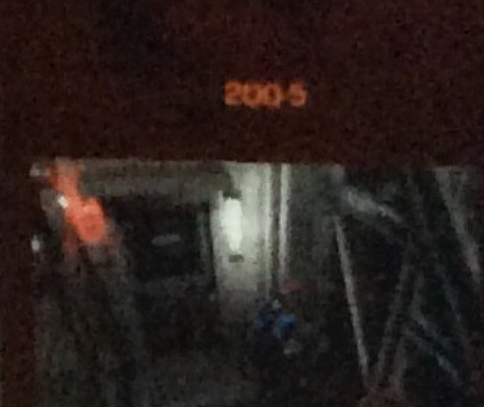
Exit the save room and return to the crow's nest. There's a stained blue door that leads to an outside stairwell. There are two Green Herbs out here; these should be left here unless needed right now. Enter the door on the bottom and ready your trigger finger!



The beaten blue door inside the crow corpse covered hallway allows access to the outside stairs.



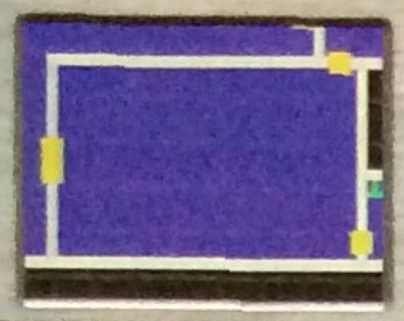
Ignoring the haunting sounds annoyingly ambient to this area, head down the stairs to the first floor.



Grab any Green Herbs that are needed for current wounds, or just enter the door on the first floor.

Equipment
Hand Gun BulletsX2
Valve Handle
Ribbon
Police 1F Map
Shotgun Shells
Green Herb

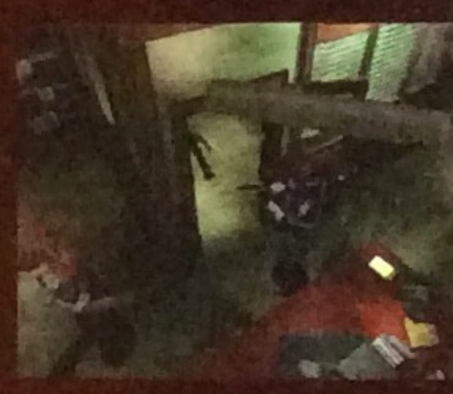
East Office



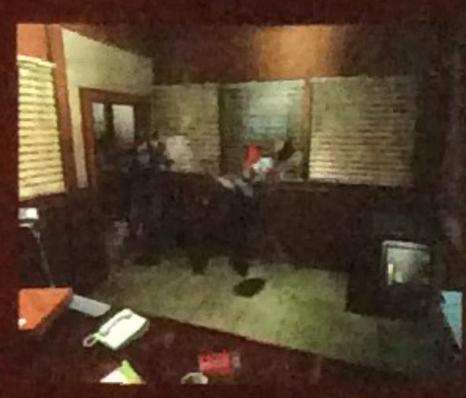
You've found a downed deputy; this saddens you, but at least he isn't still moving after death. The ammo you've removed from his belt will serve you well, and soon, as you have a group of growling ghastlies waiting in the office around the corner. The group of zombie cops in this room doesn't necessarily HAVE to be removed, but cleanliness is a virtue, and who wants to dodge ugly, disgusting, crippled monstrosities while they excavate a room? This area has many desirable items for your collection so don't be frightened away.



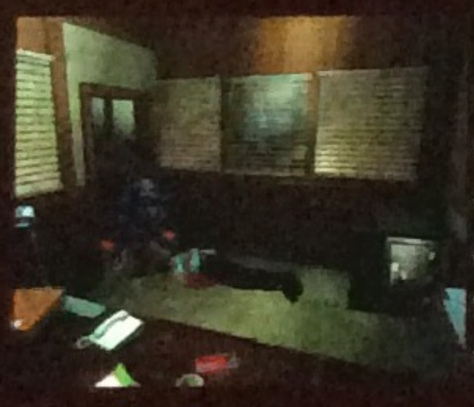
Inside the door is a fallen law enforcer; check him for unused ammo. Voila! An extra case of Tony's "terrorific" Arms (i.e., Hand Gun Bullets).



Next, charge right in and begin blasting your way clear of zombies. Ignore the glistening items for now.



Watch out when shooting zombies in the small office's doorway since a cop creature may take you by surprise.



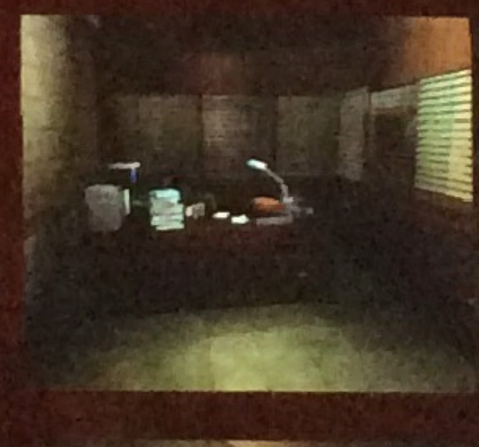
And if you get surrounded a chemically altered cop may chew a chunk out of your chest... or leg. Manage them well and keep your distance.



Go into the small office and open the safe (dial 2,2,3,6) and take a shell box and map to this floor as a souvenir.



Around the large table is another grounded buddy, but this pestilent pig is playing possum. Shoot him from a distance.



Next get the Tony's Arms box on the desk. If you need a little plant panacea action go behind the desk for a Green Herb.



Now it's time to make your rounds. The pic shows the location of a Ribbon that's hard to see in the filth and darkness.



Last, but by far not the least, is the Valve Handle near where you entered. This is what you need to douse the derelict whirly-bird on the roof.

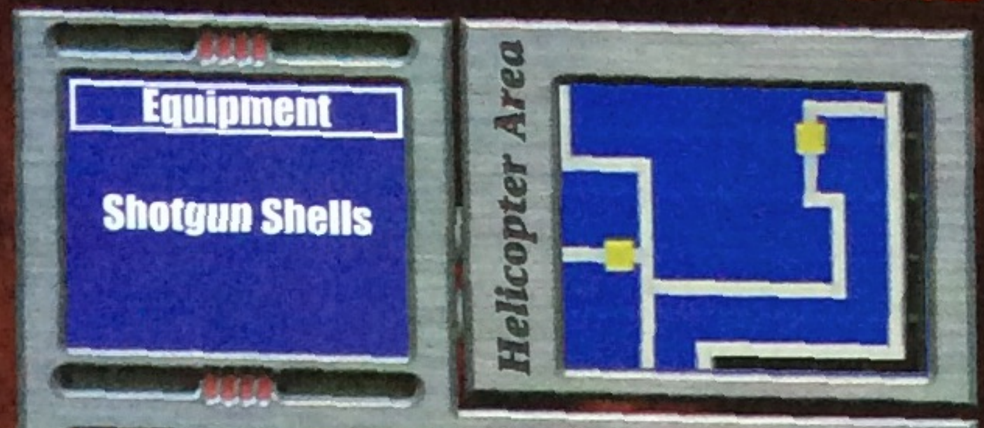
R.P.D 2nd Flr.

Survival Horror Tactics

Leon



The East Office served as the stage of introduction to the attacking tactics used by the adversaries you'll face; these being surprise, overwhelming numbers, and resistance to defeat. Wiser and winded, you start you trip back to the Helicopter.



Go back up the outside stairs to the second floor. Pass through the door and head north (toward Leon's right as you enter). Now go into the little fenced off area near the roasting wreck.

Required



Valve Handle



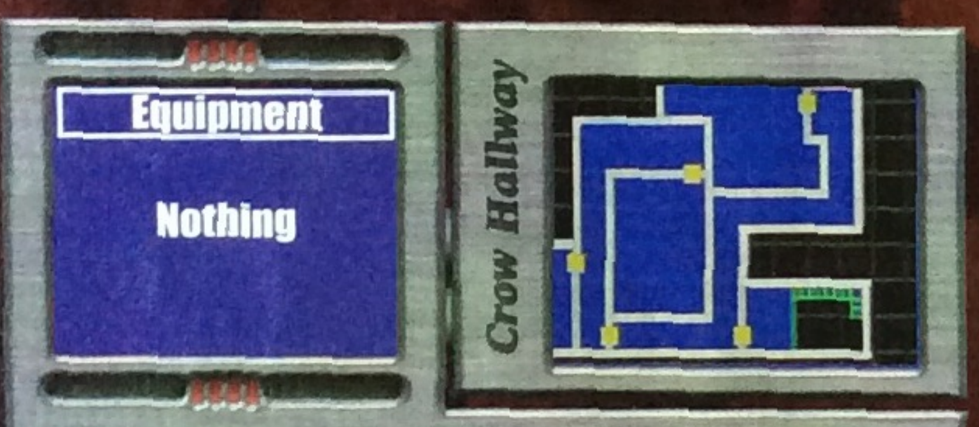
This is what's behind the fence; a valve turn-on is here. Use the valve Handle you found in the East Office in the slightly stripped socket.



This will cause the pressure to rise, and in a few seconds a stream of crystal blue liquid will pour onto the helicopter.



After the steady supply of water has put out the police copter you can grab a box of Shotgun Shells. Then, enter the door that was previously blocked by scintillating cinders.



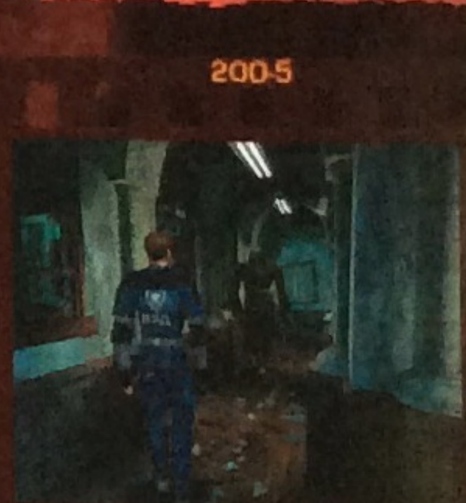
Not knowing that anything has heard you pass through the hallway or put out the helicopter, you re-enter the ex-crows nest. But upon entering you notice that someone, or thing, has been at work. The unfinished destruction of the roof almost falls upon you as you narrowly dodge an assault of termite-infested timber. Unsure what has happened or whether the creator of this disturbance is still in the area, you carefully explore the passageway. Thump! The sound of your (and his) feet stopping in a dead halt echoes throughout the junk-filled cavern. You stop in chest quivering fear; he stops in order to turn around... and meet his next prey.



When the door-opening-sequence finishes you'll notice that something has been rearranging the scenery.



A short animated sequence commences as you begin to move. You are in no danger however.



Walk through the hall as you normally would and you'll happen a zombie... A big, strong, intimidating-like-no-tomorrow zombie.



You can "kill" him, but he'll only return later, so instead just try to get by him for the moment. Don't go back to the helicopter since the door is blocked by broken bits of building.



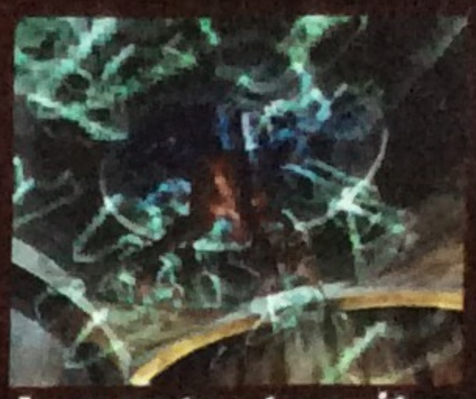
The room past the smoking helicopter remains is a large storage chamber of some kind. A puzzle lies within, but at the moment you don not have the necessary items in order to solve it. The important item here, other than the Shotgun Shells, is the Blue Key Card lying on a box to the left of the puzzle. This will allow you to access the rooms on the west side of the Police Department.



The first thing to do is to get the Shotgun Shells sitting conspicuously in the spot pinpointed by the pic above.



Next, go near the puzzle and grab the Blue Card Key blinking from the skylight's radiant rays.



As you try to exit with the card, a Licker lurking on the skylight will pounce right through it!



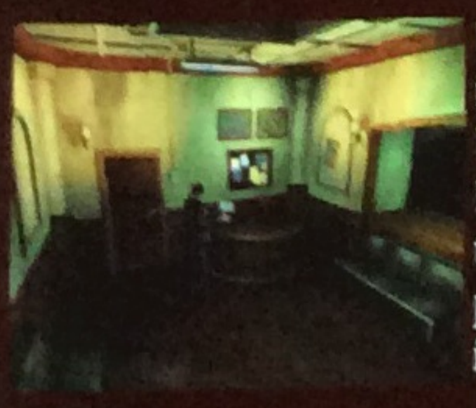
You can stay and fight, but unless you're a big fan of corrosive saliva you should run out the door. When you come back you'll have better weapons for it to chew on.

R.P.D 1st Flr.

Survival Horror Tactics

The Blue Card Key has been found! You can now go to the Main Hall's computer and unlock the doors it has electronic control over. Feeling that you've felt the worst, or close to it, you venture (after saving) to the first floor.

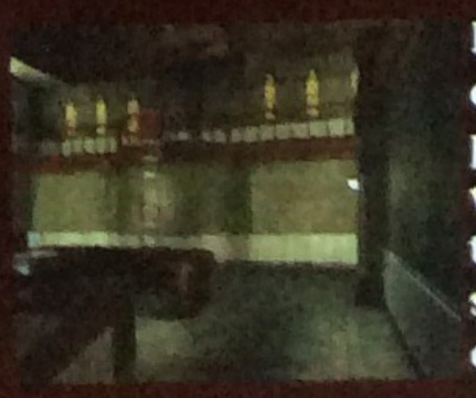




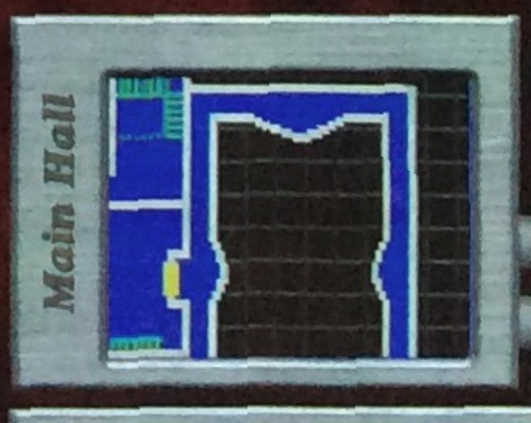
Exit the Puzzle room and go into the save room nearby. Dump off any extra Herbs, Ribbons, etc. you have in the chest, and record your progress in print on the typing paper.



Exit out of the save room's west facing door. This leads to the second floor of the Main Hall. In the middle of the balcony is a retractable emergency ladder.



Lower the ladder. After a few seconds a quick path to the first floor will be created. Take the ladder down (it's safe, no zombies are down there).

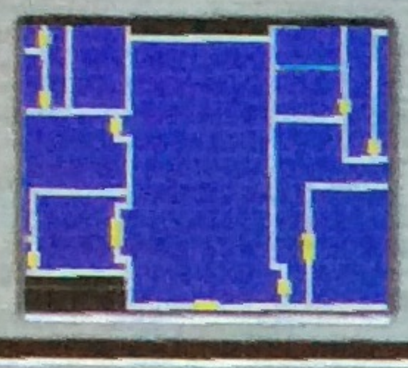




The Blue Card Key is a useful item early on in the game, and it should be used right after it is acquired (just like the "normal" game). Head through the save room on the second floor (don't take the outside stair route this time) to the main hall. There's a ladder there that can be taken down to the computer area.

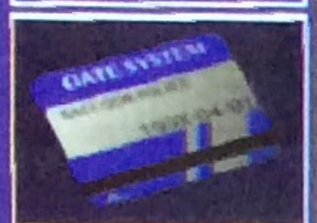
Equipment
Shotgun
Ribbon

Main Hall

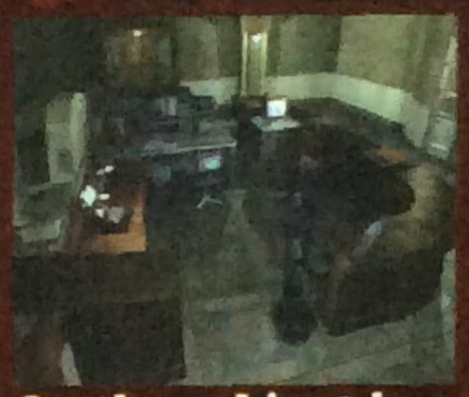


You are now in the Main Hall. Nearby is a better weapon, a typewriter, and a computer with your Key Card's name on it. Get to work Leon,; time's a wastin'.

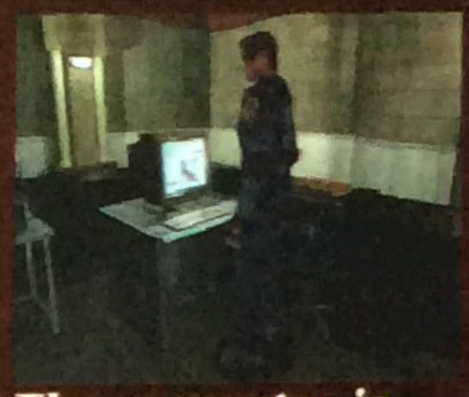
Required



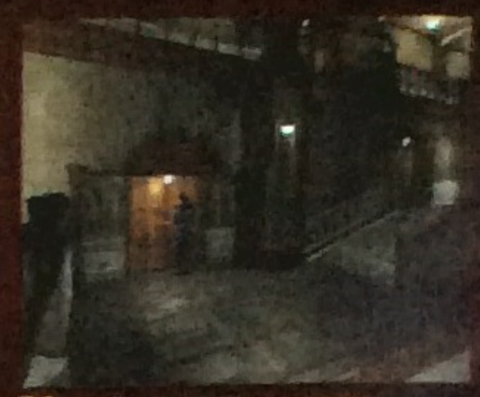
Blue Card Key



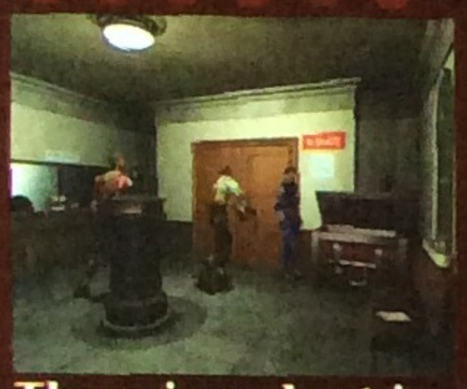
On the cabinet is a Shotgun, clean and usable in every respect. There is a only a bit of dried sweat near the handle, and a few reddish stains...



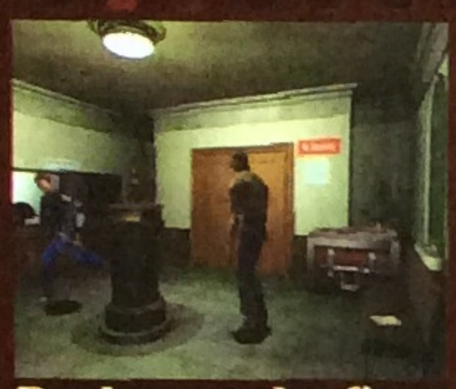
The computer is your next stop. Use the Blue Key Card in the computer; this will open three doors nearby (one's on the second floor).



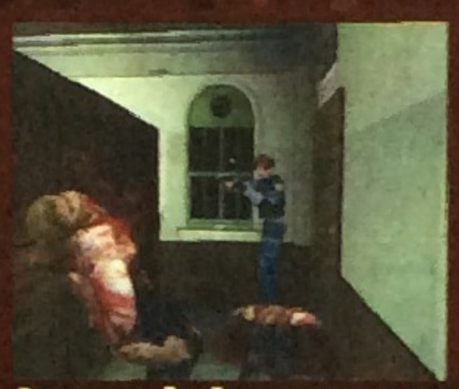
Next save your progress to this point with the typewriter in the same little area. After this is done, pass though the double doors to the west.



There is a chest in this room where you can drop off the Shotgun if you don't want to use it now, or any extra Ribbons.



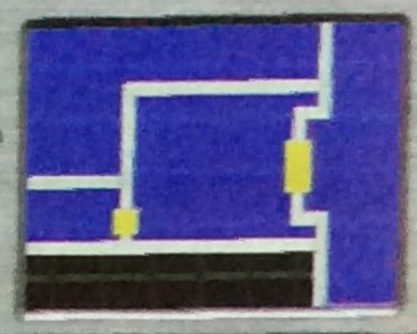
Dash past the first zombie in this small receiving room without a glance. There's a file on the bench to Leon's left, but you can pass it up.



Around the corner is a zombie you may not be able to avoid. If you're grabbed, then you will have the only reason to waste the worthless entities in this room.

Equipment
Police Memo

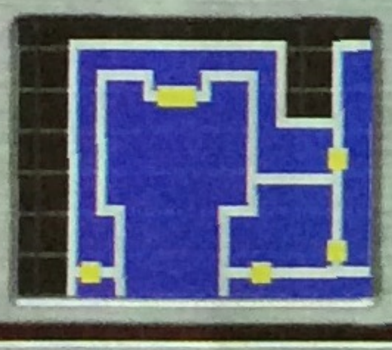
Receiving Room



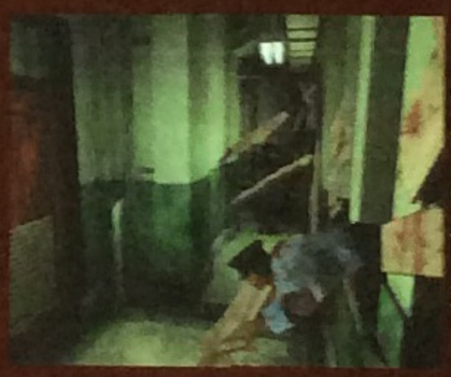
A quick dash through this room is all that's needed since you already have the safe combination, but the Ribbons are better saved for later. Plop them into the chest and be on your way. The three zombies can be baited out of your way and passed safely, but it is best for novices to shoot their way past their superhuman grapples.

Equipment
Hand Gun Bullets
Green Herb

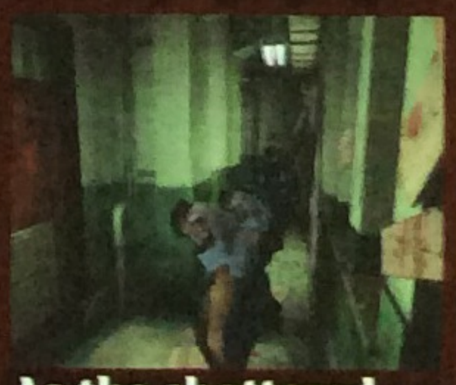
Hallway 1&2



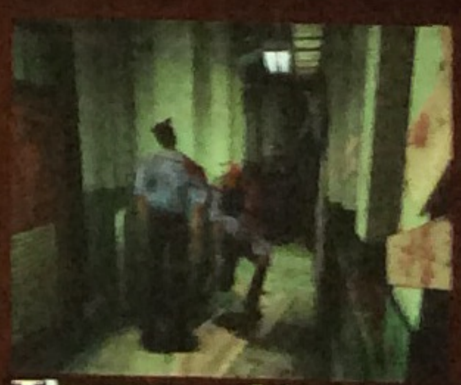
Exit the receiving area through the west door. Go to the end of the hallway you've just entered, stopping to frisk the beheaded officer (and to grab the Green Herb if it's needed to cure any wounds), then enter the door. Walk down this hallway until some of the former protectors of this safe house burst through the wooden barricades along two of the windows. As they slowly rise to their feet, you can see the human past they once had, and the misery you're about to put them out of.



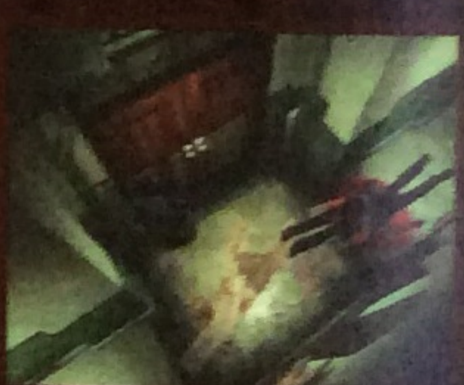
Turning around the corner of the northwest-most hallway will cause you to be the victim of an aerial (for a moment) ambush.



As the shattered wood and splinters flies, the surprisingly agile zombies fall flat to their maggot-filled faces.



These zombie have hopped directly in the path you need to use so it's time to administer ammo-based euthanasia!



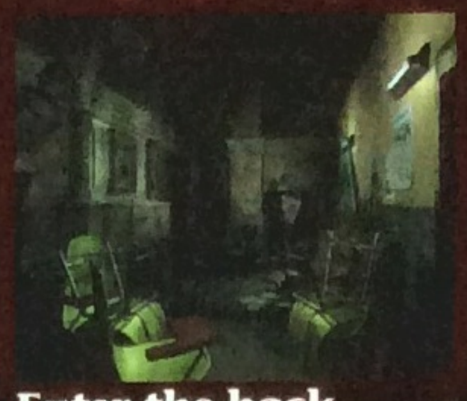
Once the rancid, and very rude, zombies are put out of commission you should enter the double-doored room they were protecting.



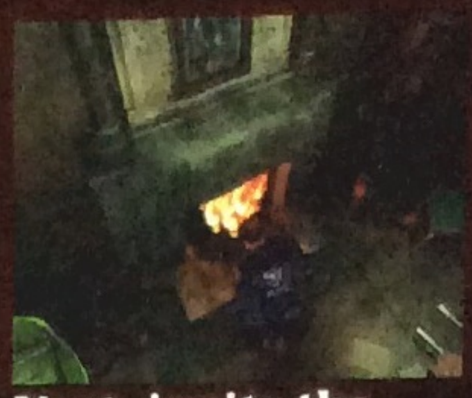
The Briefing Room, once a place for brainstorming against human criminals, has been ransacked to the extreme. There isn't much to discover here, except for something hidden. Looking around, you get a sense of the urgency, panic, and desperation that possessed the unpossessed populace as they were progressively decimated. The horror they must have felt is pushed back for the moment... back to surviving this nightmare realized.



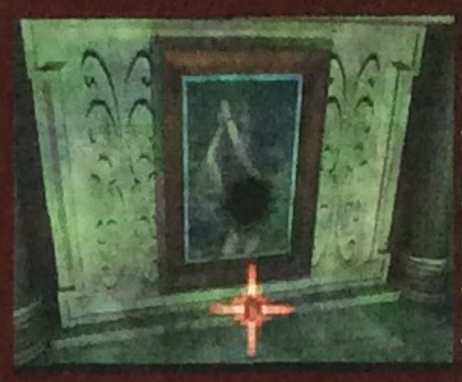
The desk, and the entire room, is covered with papers, but there's a pad of interest located in front of Leon in the pic above.



Enter the back room through the open doorway. Here is a collection of table and chairs (in other words: stuff that's useless to you... except a box of bullets).



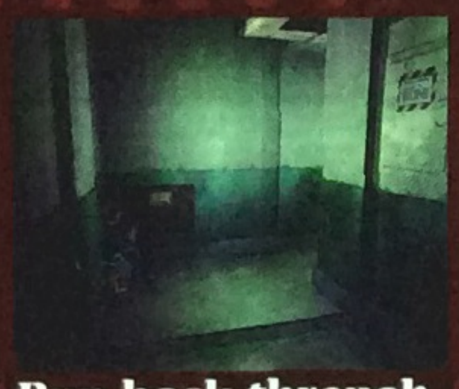
Next, ignite the dusty firewood in the fireplace. The dry timbers will soon roar with red and orange flames.



An especially important item will burn through the bondage-based painting of little appeal. One of the two Red Jewels you'll need will fall onto the mantle.



The first is the Green Herb in the hallway connected to the receiving area. This is only if you haven't used it already.



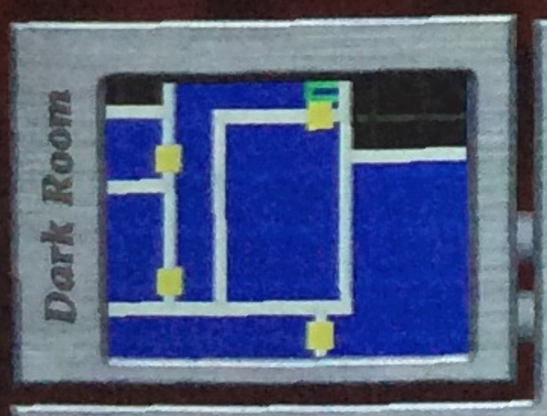
Run back through the halls, past the Briefing Room and enter the door at the end.



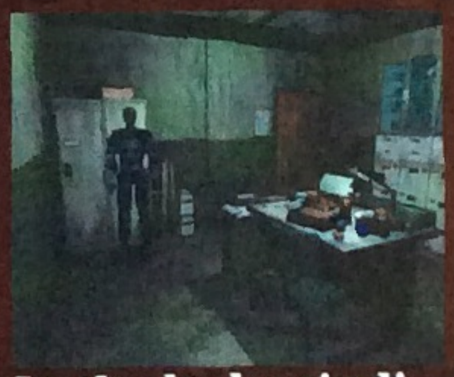
The second and third are the Green Herbs just outside of the Dark Room (and underneath the stairs).



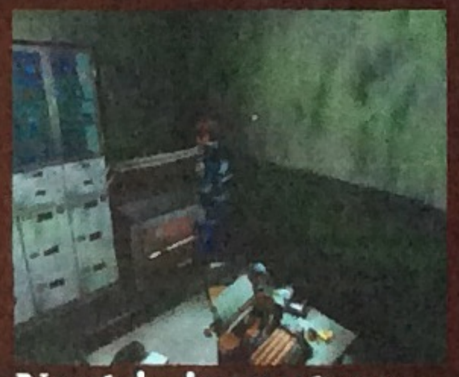
Your next stop is the save room for the first floor (it's near the stairwell in the upper-middle of the map). Since there's no point in leaving the Green Herbs around this location where they are, you should collect and store them for a later, more frantic time.



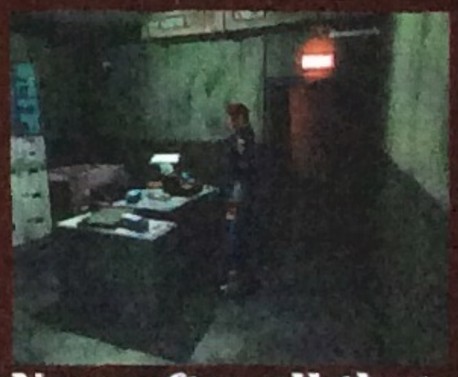
Another break from the action is afforded here. This safe room has ammo and a dark room(!). The dark room is for developing the film that lies in several places in this adventure. This is a time for inventory management and story recording (via typewriter).



In the locker indicated in the pic above is a box of Tony's "terror-tearing" Arms. Be sure to snatch these before saving.



Next is inventory management time. The Small Key, Hand Gun (no ammo boxes), and one Green Herb are the only items you will need to take.



Now, after all that time and thought consuming work it's time to save. Use a different slot every once and a while just to be safe.

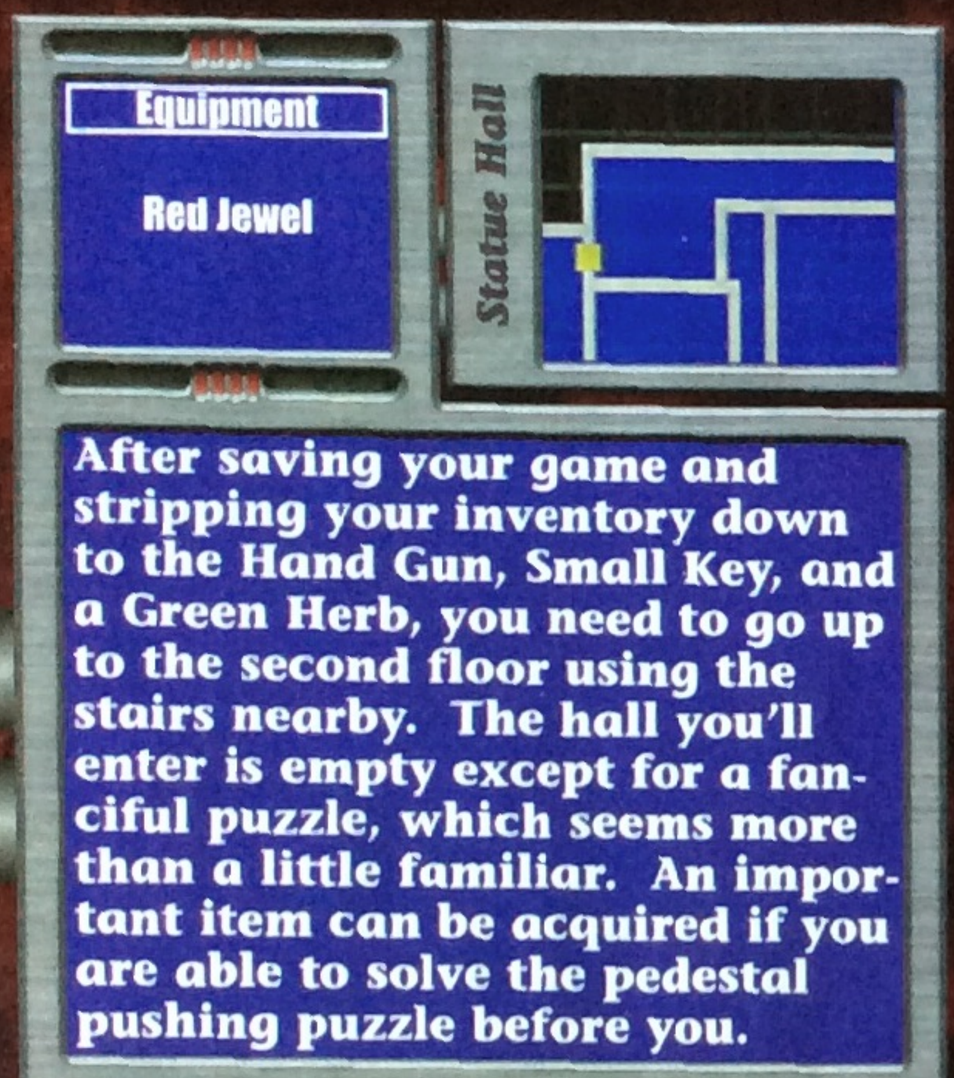
R.P.D 2nd Flr.

Survival Horror Tactics

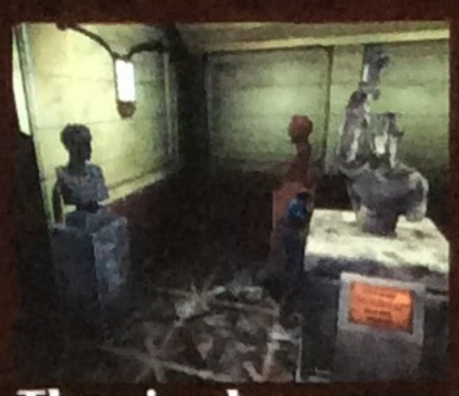
Leon



After stripping down to the bare essentials, you begin your tour of the west end off the second floor by scaling the cloth, tooth, and fluid-splattered stairwell. The carpet sticks to the soles of your shoes as you slowly and carefully climb the fight of stained stairs. What lies ahead is what decides your fate.



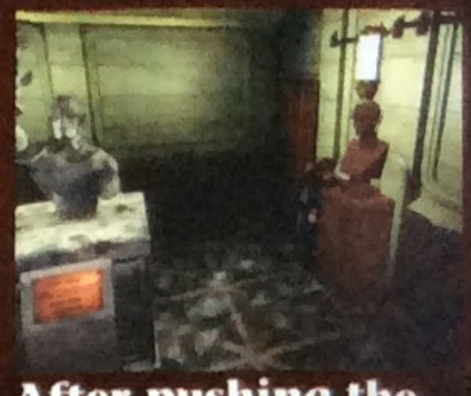
After saving your game and stripping your inventory down to the Hand Gun, Small Key, and a Green Herb, you need to go up to the second floor using the stairs nearby. The hall you'll enter is empty except for a fanciful puzzle, which seems more than a little familiar. An important item can be acquired if you are able to solve the pedestal pushing puzzle before you.



The pic above shows the goal for one of the statues and the beginning of how you reach that goal with the other statue.



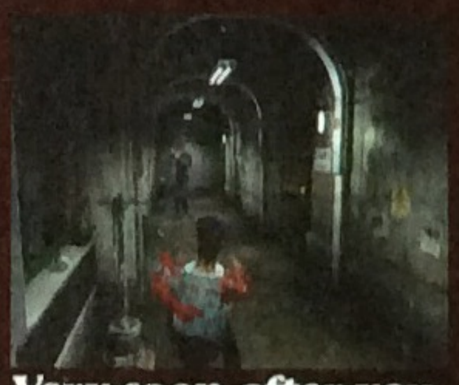
Push the statue back enough to clear the center statue when you push it to the side wall. The statues must face the center figure.



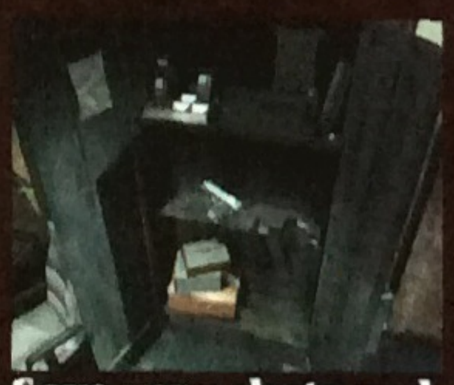
After pushing the statue to the opposite side from which it was placed when you first arrived, push it to the brown tile on the floor.



An audible "click" can be heard when you fit the statue in the correct position. When both have been arranged accordingly an animation will ensue. The Red Jewel will drop from the center statue's hand



Very soon after you come into the hallway, the guards of this place will begin try to remove you (or make you join their ranks against your will).

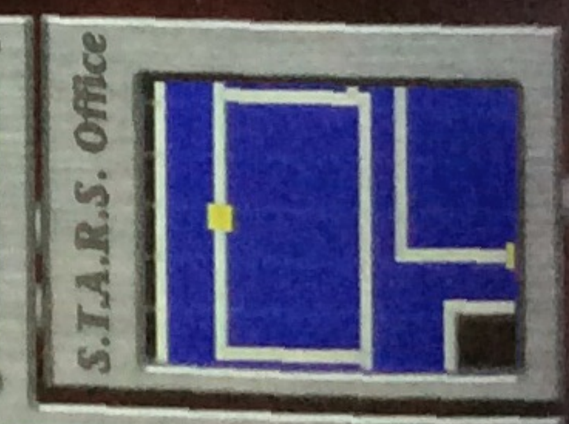


Save your shots and just go into the first door you see. The locker holds a cranium-annihilating Magnum. This monster mutilator will be important in your quest.

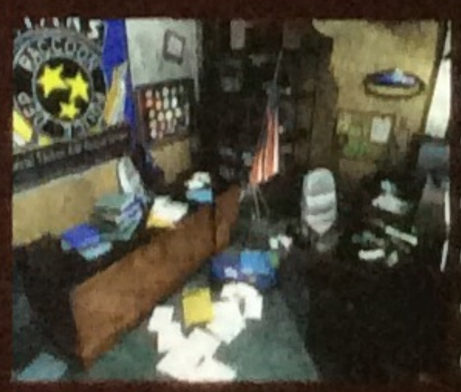


On one of the middle desks is the diary of Claire's brother, the S.T.A.R.S. superstar Chris Redfield. Read through it; no one will complain.

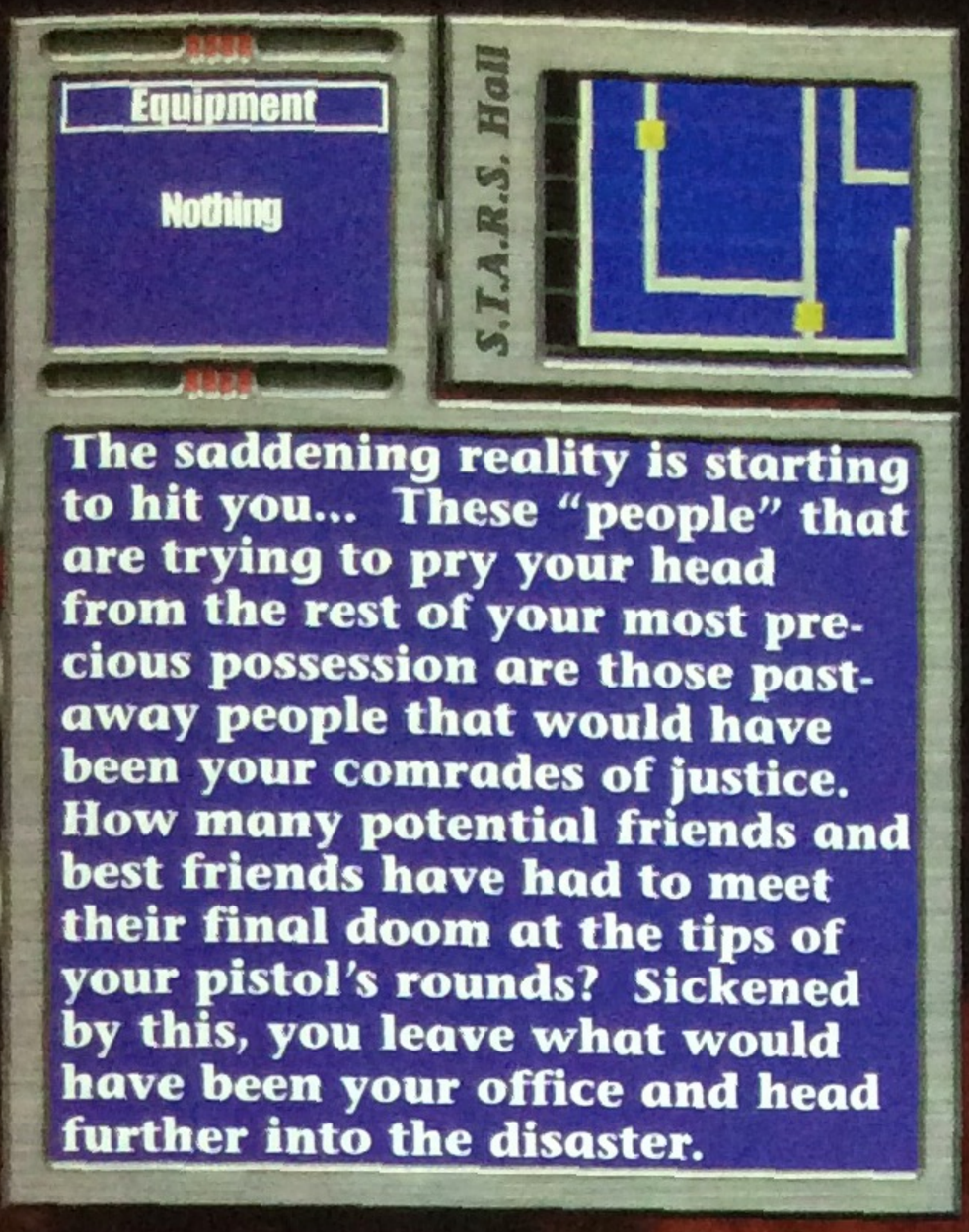




That puzzle finished and forgotten it's time to explore further. Exit the room through the door in same area. You'll now be inside of a long hallway, but you are not alone. A pestilence of rotting residents afflicts this dingy, unforsaken hall. No time for too much chit-chat with these killer cops; enter the office to the east.



Behind the ransacked main desk is a box of pistol ammo nestled among the left-over remnants of an attempted theft. You will need to use enough ammo so that this box can be discarded soon (inventory space is of the essence during this hazardous trip).



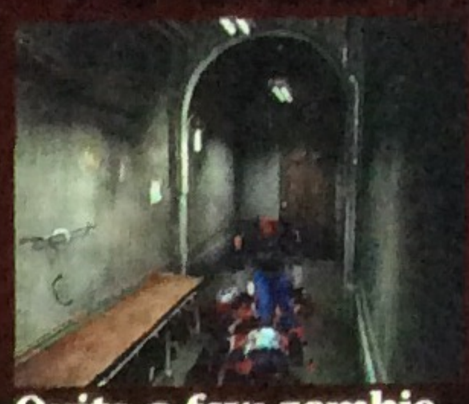
The saddening reality is starting to hit you... These "people" that are trying to pry your head from the rest of your most precious possession are those past-away people that would have been your comrades of justice. How many potential friends and best friends have had to meet their final doom at the tips of your pistol's rounds? Sickened by this, you leave what would have been your office and head further into the disaster.



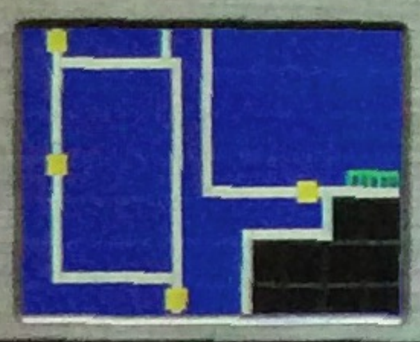
The box of Tony's Arms needs to be combined to your Hand Gun before you run out of spaces for the things you'll need to bring along with you. Killing the zombie outside may be a good way to free slots in your ghoul-gutting gun.



But you will have zombies that practically must be killed later so it's still a good idea to run past those who do not threaten you severely. The Magnum may need a little warming-up anyway... try it a couple of times; you'll like it.

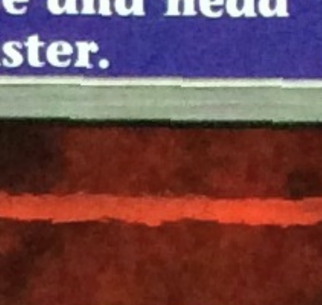


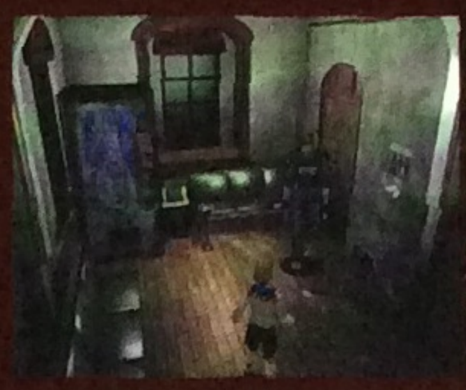
Quite a few zombie inhabit the hallway. A small group are nestled around the corner ahead. The handcuffs lie useless on a railing; only brute force can get through to these beasts.





The next area resembles a meeting area of sorts, and for you it will be where you'll be privileged enough the meet two important characters in the game (although Claire you already know somewhat).

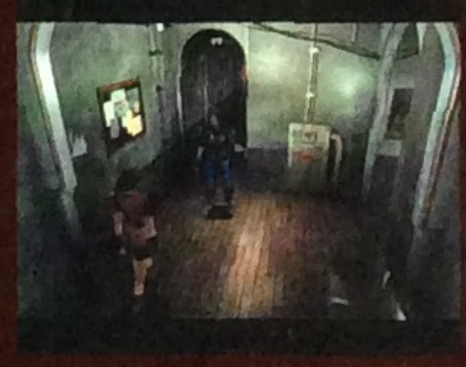




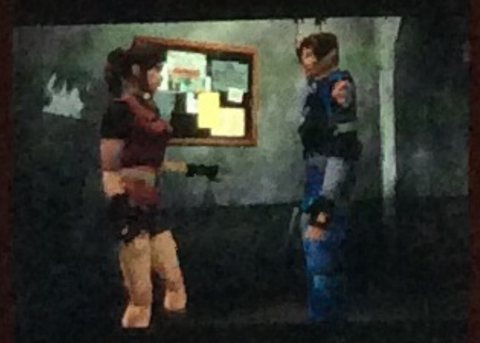
As you walk in, you'll spot a small survivor. Amazed at the likelihood of such a small child being able to survive in a place that has claimed the lives of so many able adults, you stand silent. She's not called "Newt" by any chance..?



Quickly upon seeing you, this special schoolgirl scampers down the hall to the north with a pale look on her face and a frantic pace to her strides.



Like a slippery, survival-minded newt (Aha!), she slips through the hole in the door near the Statue pushing puzzle. Claire comes by soon after.



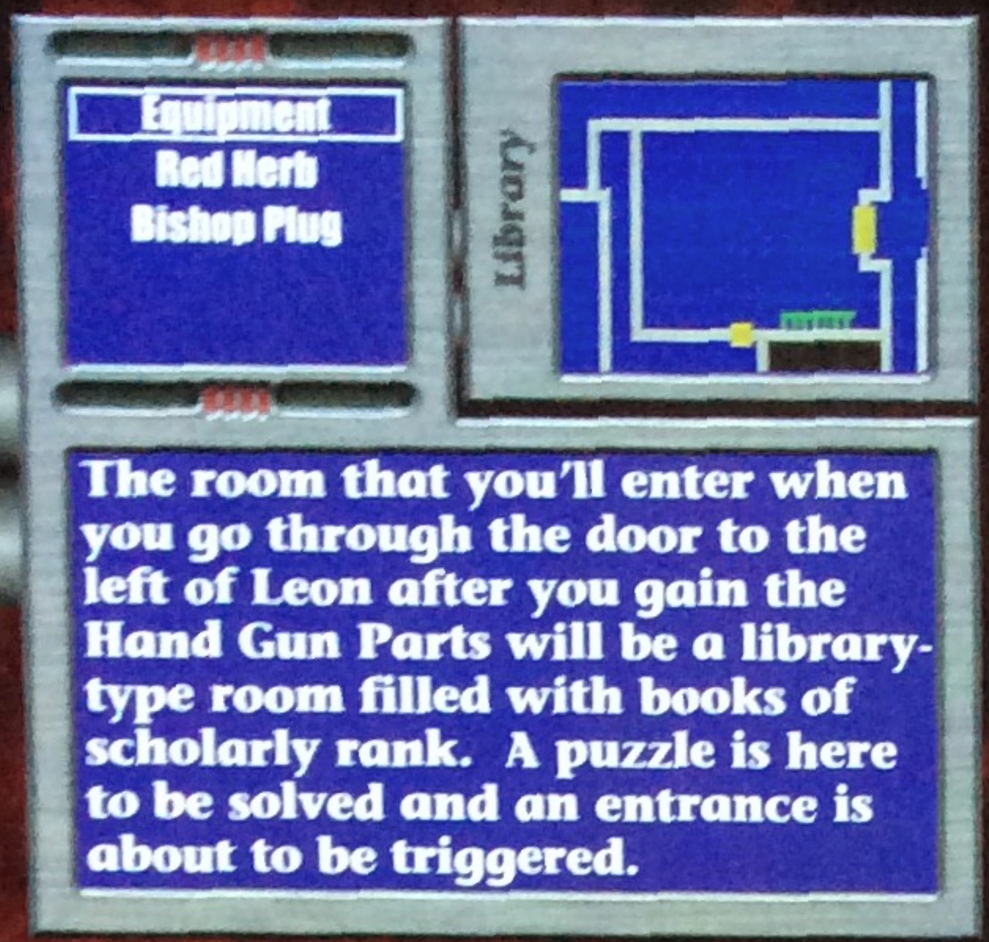
You're glad to see she's still alive and explain where the little girl went. She regrets the knowledge that she will not find her brother, but you give her a radio so the two of you can keep in touch.



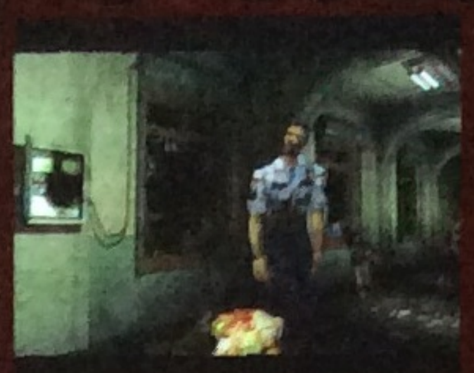
During the hundred foot dash with the little darling, you noticed she dropped a key out of her dress. Pick that up, and the Shotgun Shells close-by (see pic above), then head to the door to the east of Claire.



Use your Small Key on the desk there. A box of Hand Gun Parts will be inside; quickly combine these with your regular Hand Gun to create a semi-automatic creature chopper!



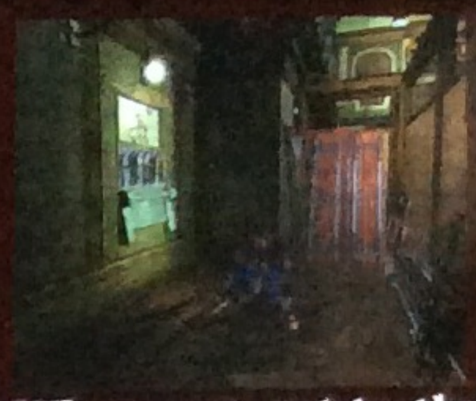
The room that you'll enter when you go through the door to the left of Leon after you gain the Hand Gun Parts will be a library-type room filled with books of scholarly rank. A puzzle is here to be solved and an entrance is about to be triggered.



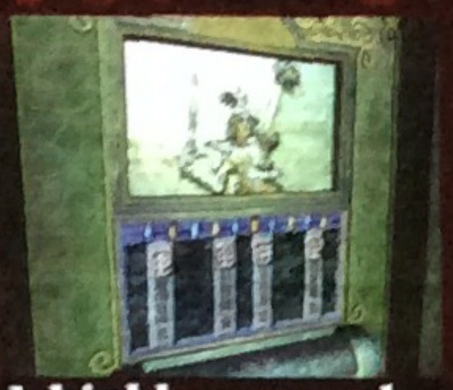
As you look around the large literary room, a cut-scene will initiate showing the clumsy entrance of several citizen creatures.



Ignore the visitors, and get to solving this puzzle. Go up to the stairs and make a turn at the corner (do not enter the door for now).



When you get to the broken area in the balcony (as shown in the pic before) the wooden planks will give way; giving you a way into the back area.



A highly unusual panel is on the wall; it has a pattern below it that is similar to the pattern above some of the bookcases in the main area.



The red light in this hidden section signifies the location of a switch that will move the last bookcase to the left; letting you leave and starting the puzzle.



The pair of southern-most bookcases must both be moved one position to the left. When this is done the puzzle clue panel will drop exposing the Bishop Plug.



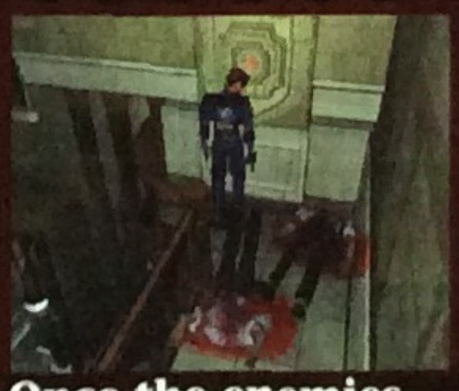
Go back into the splinter-covered back-area and obtain the key. Now you need to enter the Main Hall through the door under the balcony. Get the Red Herb on your way out.



You don't have to put to rest all of the zombies present here, but the time and effort involved in running past them may not be worth the pain.



Claw, stomp, and obliterate your way to the Unicorn Medal's location. If you decide to run past, remember that you have to get by them on the way back also.



Once the enemies are ex-threats, grab the medal out of the tight-fitting ornamental section of the wall. Now you need to lower the ladder in the of this blood-stained balcony.



Combining the freshly found Red Herb with the Green Herb in your possession, you create a panacea perfect for ridding your body of any critical wounds. Into the second floor of the Main Hall you go!. The grisly zombies have gathered around a thing of great beauty--the Unicorn Medal. You apologize for ruining the party before you bust heads and loosen limbs on your way to the medal you need for your next puzzle...

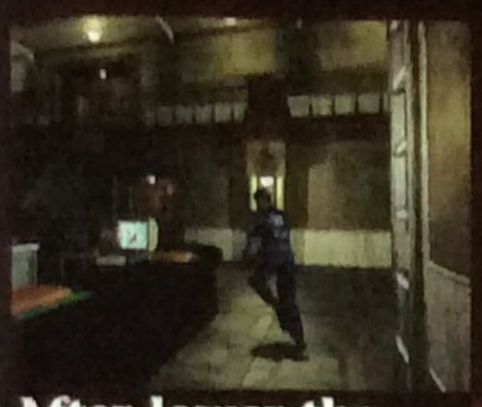
R.P.D 1st Flr.

Survival Horror Tactics

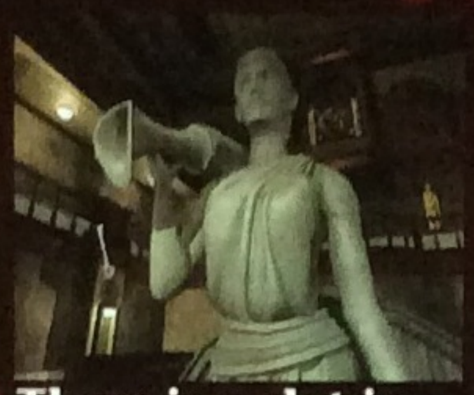
Filled to the brim with items, herbs, and insane weaponry you cautiously descend the Main Hall ladder. Still no signs of zombies in this room, you observe as you make you way to the caringly crafted creature in the front of the hall... The fountain statue is in need of something you have!

Leon





After lower the ladder and climbing down to the first floor, run around the computer desk to the motherly fountain in front.

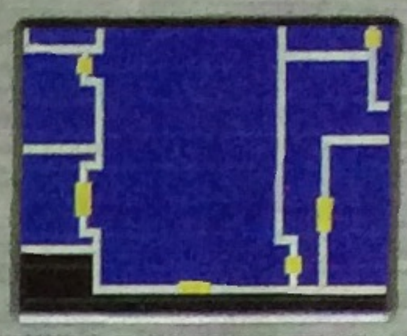


There is a slot in the base of the waterless fountain that's perfectly shaped to accept the Unicorn Medal. Once placed, an animation will commence.



The Spade Key will fall out of her water pitcher and land in front of you. Grab it and head through the doors to the west.

Main Hall



Equipment

Spade Key

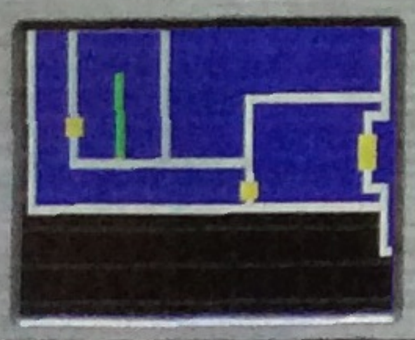
In the middle of the Main Hall balcony is a retractable ladder. It creaks and whines as you command it to lower, but the echoes have other sounds mixed in... you still go down. Your newest acquisition, the Unicorn Medal, is the key to a puzzle that gives you a key needed to succeed in this horror story.

Required



Unicorn Medal

Hallway 1

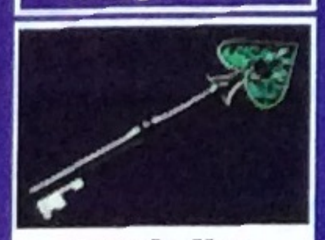


Equipment

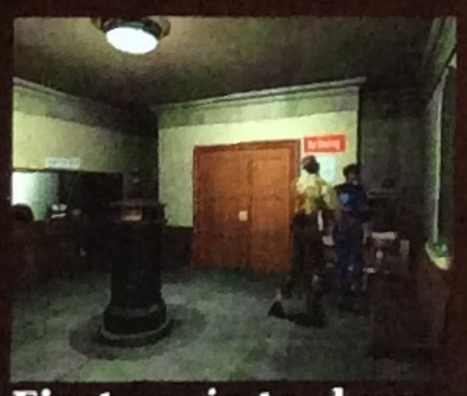
Nothing

The double doors were entered into by you not too long ago, but the scenery has undergone a few changes since the short space of your high-velocity visit. Zombies from the streets heard the news that fresh meat has entered this place and they're clambering for the first bite. Save your ammo if you can, but some undead will have to be made into real dead this time...

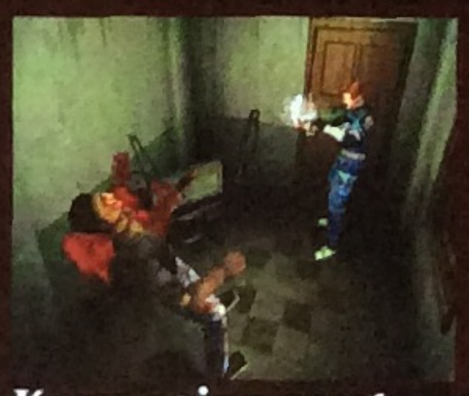
Required



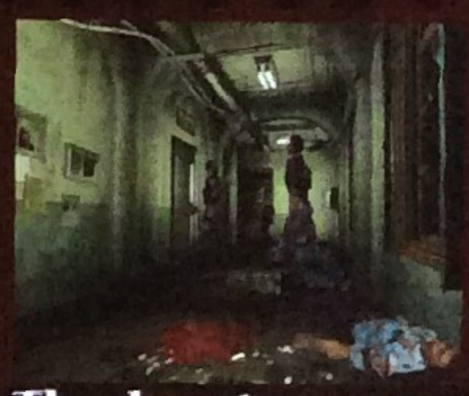
Spade Key



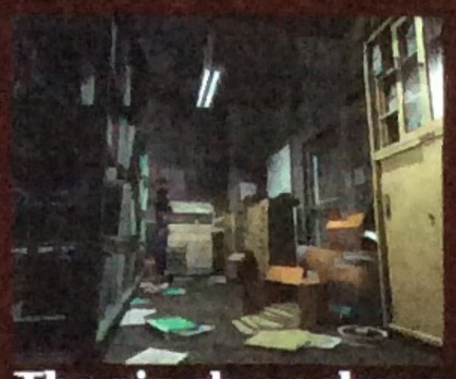
First up is to drop off any unnecessary items in your inventory. The Plug, Jewel, and Shells need to go into storage.



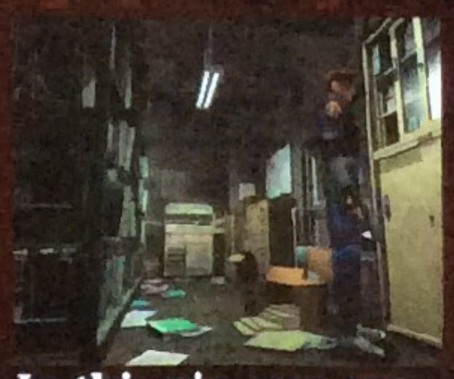
Keep going west into the hall where the pool of blood was glistening in the sunlight. Zombies may get in the way so be ready.



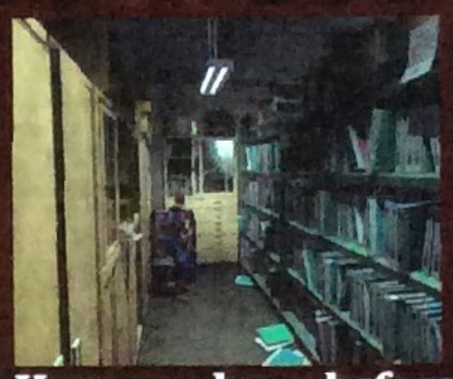
The door to near the rose-colored pool can be opened with the Spade Key you acquired not too long ago. Go inside before it's too late.



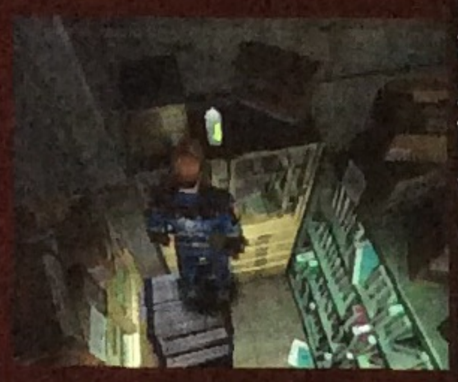
The pic above shows the location of the file in question. Read it's contents and move on; there are still numerous undead awaiting your nourishment.



In this pic, you can clearly see the location to stand in when searching for the Ribbon. Next, go around to the other side of the central cabinet.



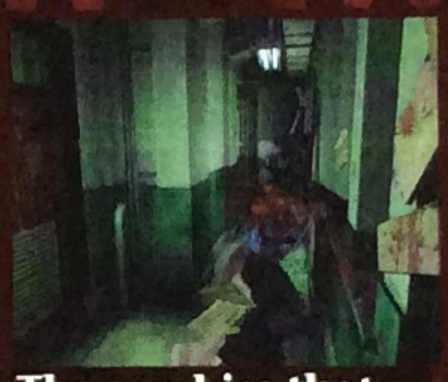
Here you have before your bloodshot eyes and blood splattered uniform a stepladder and a Health Spray in an unaccessible location.



Well the thing to do is obvious; leave the room. Actually a better solution to this brain-twister is to push the stairs up to the cabinet, climb the stepladder, grab the Spray, and THEN leave.



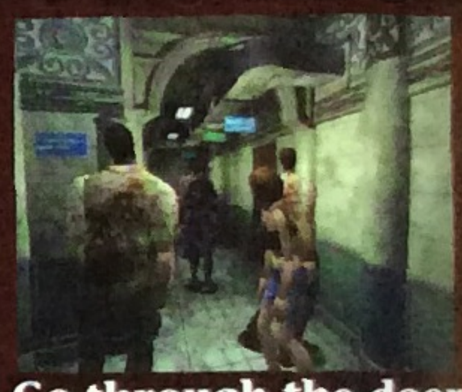
You quickly dive into some sort of filing room. It's filled with many article of police relevance, but you don't have time to search the whole volume presented here. One file catches your attention and a Ribbon is here for the taking, but you still are hoping for something more substantial from this locked chamber. Bah!



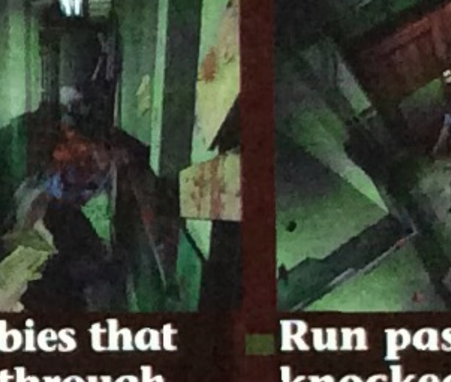
The zombies that climbed through the are waiting for any prey that may come by, and guess what they consider you to b?



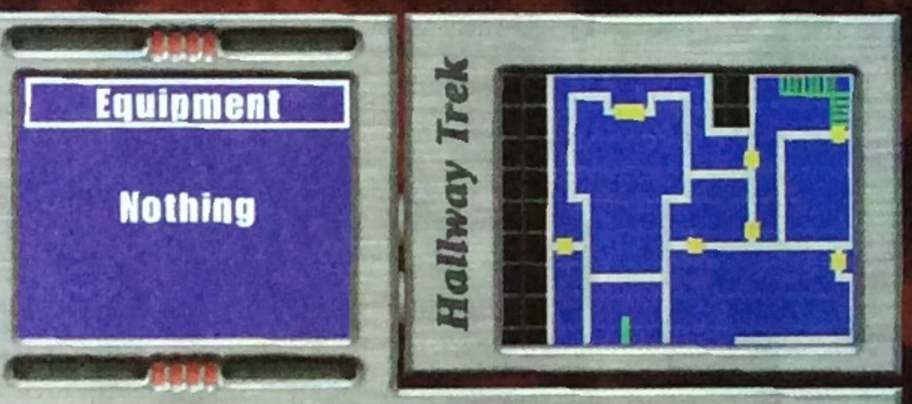
Run past any knocked-down nightmares and save the bullets involved in actually finishing them for good (if at all possible).



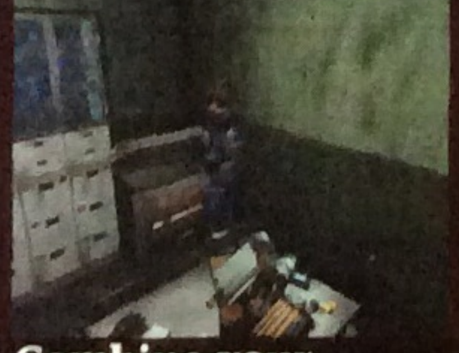
Go through the door that leads to the stairwell near the save room. A zealous group of flesh gorging zombies will be hanging around.



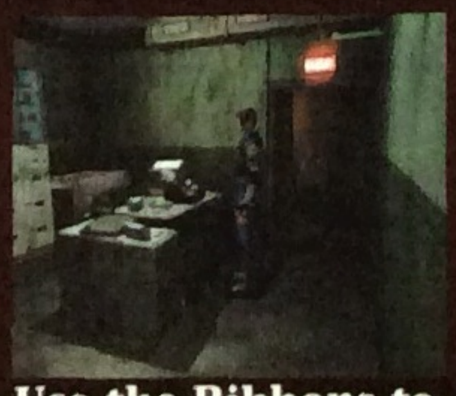
Blast, push, or dash your way past them and get to the save room as fast and safely as possible. The death of every dead-man-walking you see is not the point of the game... survival is.



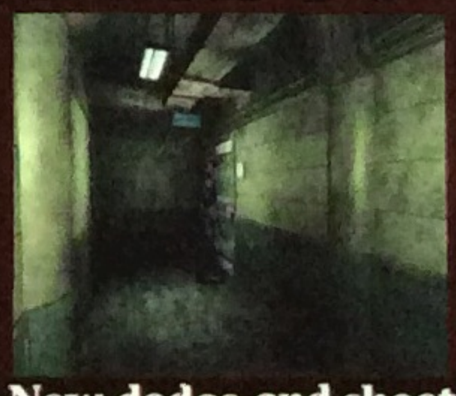
After storing away the Health Spray in your pack, exit the file-filled room and make your way north. Open the door and you'll have entered one of the places where you saw creatures shamble into while you were in the library. Those decaying window-raiding vikings are still there, and since the hall is tight you'll have to administer justice.



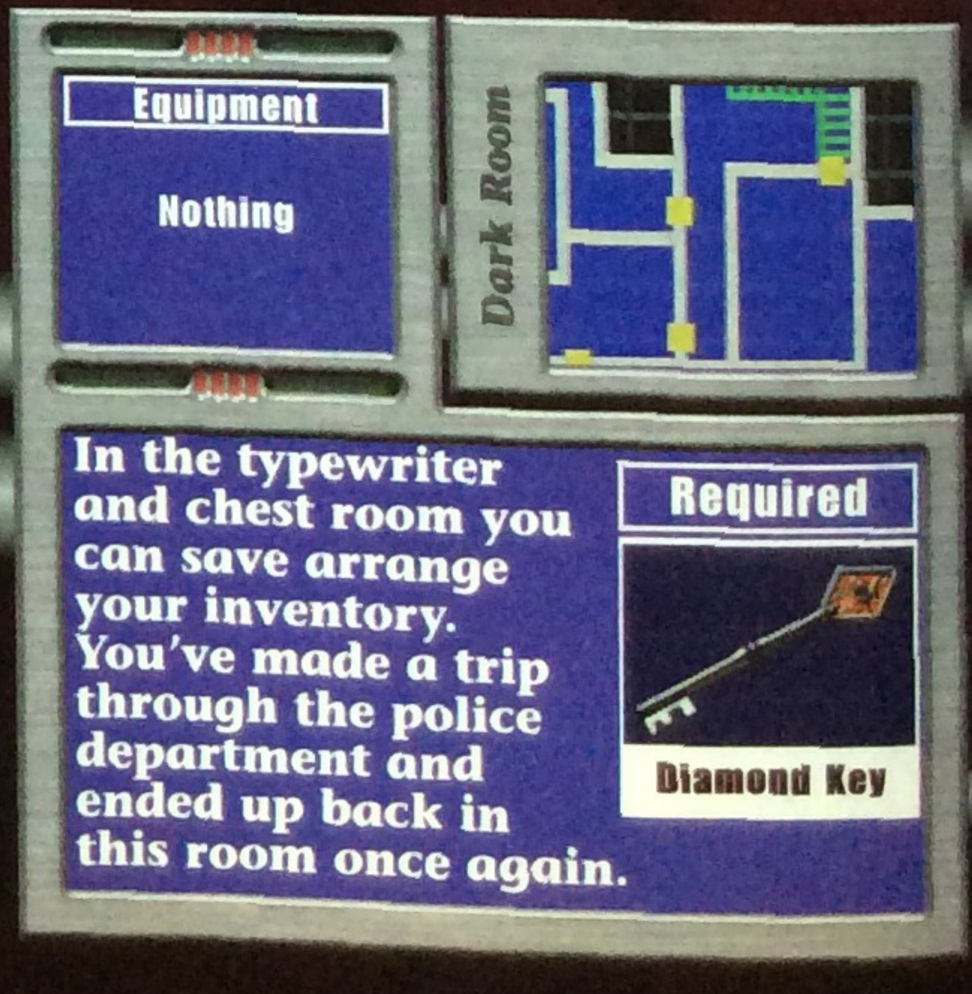
Combine your Ribbons if you usually do that, and drop off the Health Spray if you are already carrying a health refurbisher.



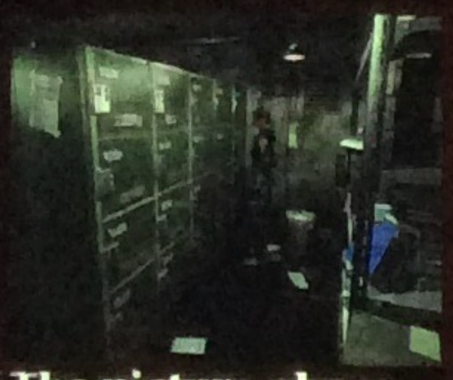
Use the Ribbons to save your progress so far to paper. Keep a Ribbon with you as you leave.



Now dodge and shoot until you make it to the door to the south (of the door you came into the Stairwell area from). It will require the Diamond Key.



200-5



The picture above shows the location a roll of film with some interesting shots on it. The dark room adjacent to the room with the typewriter and chest can be used to develop this (Leon is a man of many talents).

GOLD 200-5



The pic above shows the location of an extra box of Shotgun Shells someone must have hidden or stashed away.

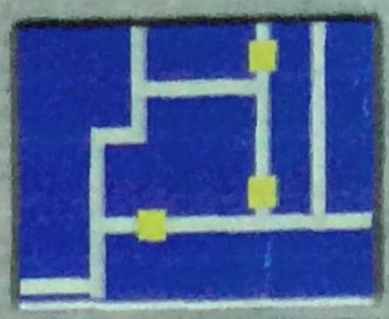
200-5



The red light district lies just ahead of this door, but in this game, red is never a good thing to see... Especially if it's covering you!

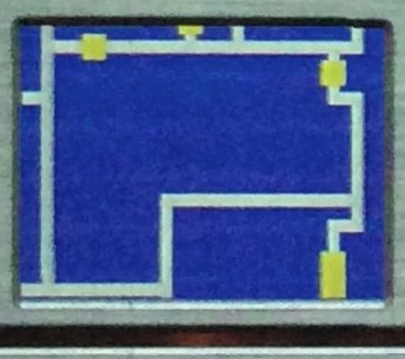
Equipment
Film
Shotgun Shells

File Cabinet Rm.



The dangerous venture through the biting-jawed denizens begins again as you need to leave the typewriter room and go to the Diamond Key door to the south. The door leads to a cubical, file cabinet-filled room. Searching fast and furiously you find a couple of interesting items and are off on your way through the red lit door. That lighting may be a warning... but you still must continue.

West Office



Equipment
Hand Gun Bullets
Green Herb
Memo to Leon
Small Key

This is a major room in the building, and, from the looks of things, a party in your honor was to be held here. The event will be one of parting for the sickening surprise-party-crashers still present. Search this area thoroughly so that you don't miss any of the goodies within this pestilent present.

200-5



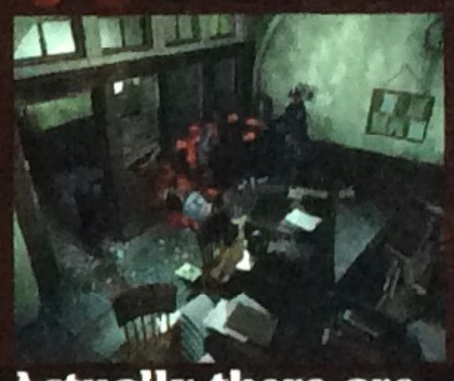
Upon your entrance you'll be surrounded by frustrated fiends with flesh on their minds. A Green Herb in sitting on the floor, waiting for the inevitable chance to heal your wounds.

GOLD 200-5



Sometimes there's no way to avoid violence. A few blasts and this red-lining room is necessary.

200-5



Actually there are more zombies in this room than you may initially think. Watch for the surprise set-ups that can occur as the camera angle shifts.

200-5



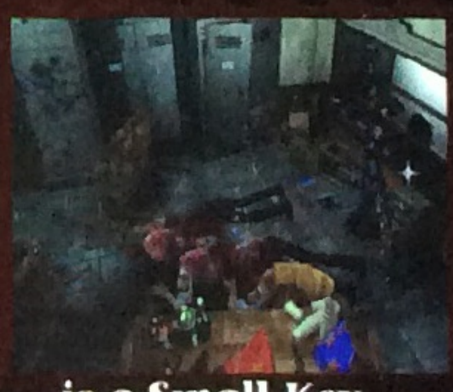
One shot, carefully angled a small amount toward the sky, has the wondrous effect of Fourth of July fireworks (except those sparks only come in one color... and are more chunky!).

GOLD 200-5

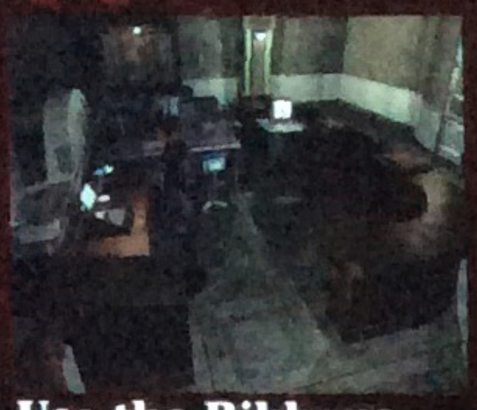


In side the smaller office is the Heart Key. Only one door requires it; the one in the East Office. Near the exit to the Main Hall (yes... you're still running in circles)...

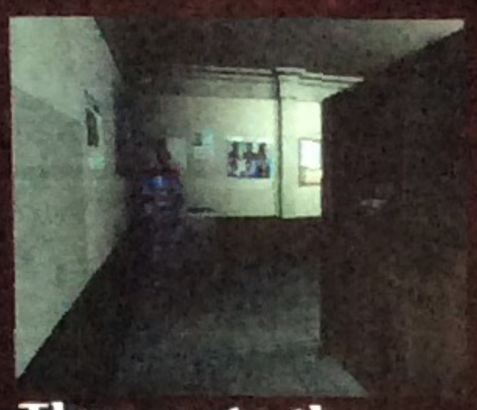
200-5



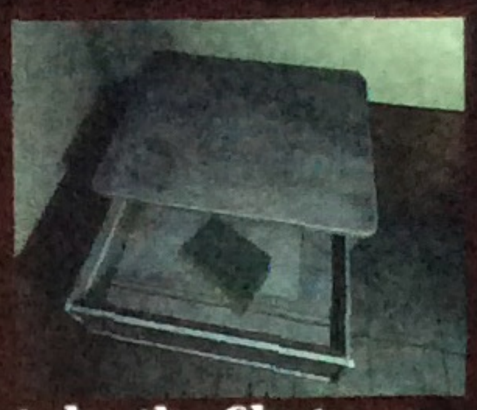
... is a Small Key (shown shining in the pic to the left), a memo related to your fizzled welcoming fiesta on the table, and Hand Gun Bullets in a locker.



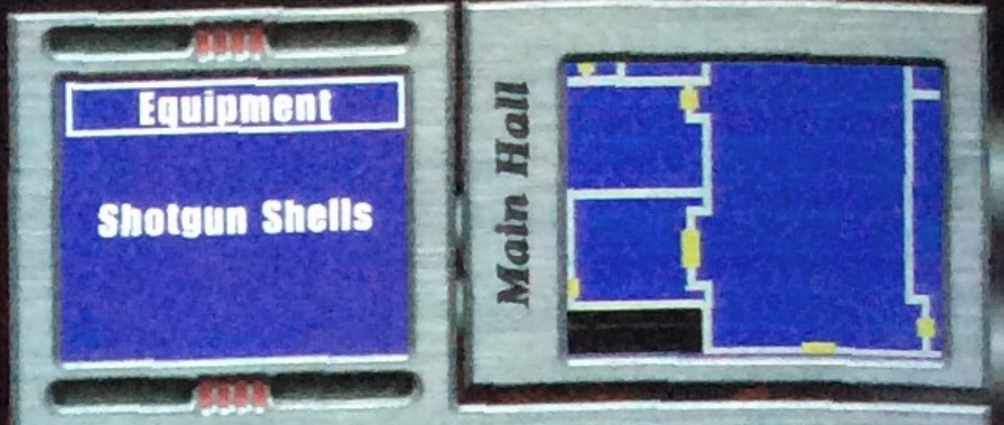
Use the Ribbons you've been carrying to save your game at the reception area of the Main Hall.

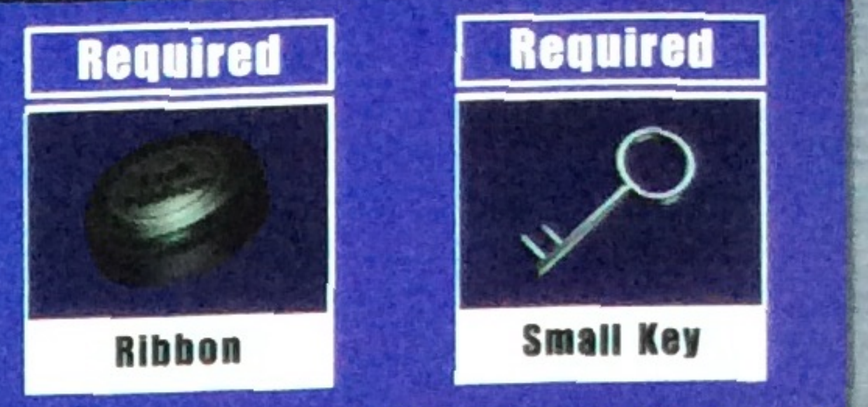


Then go to the double doors to the west and enter. Open up the desk within using your newly acquired Small Key.



take the Shotgun Shells out of the desk and store the extra Ribbons in the chest before exiting the room and returning to the Main Hall.

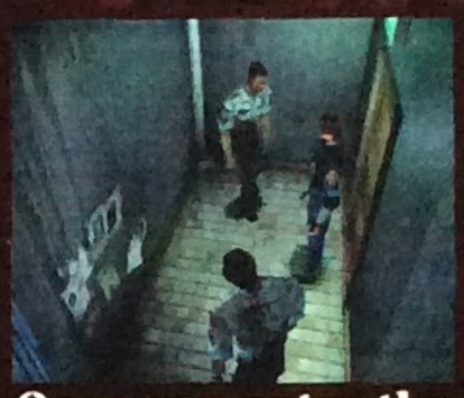




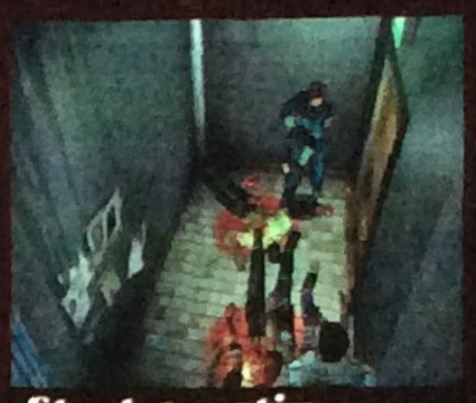
Some saving and management is needed now. Then to the east you must go!.



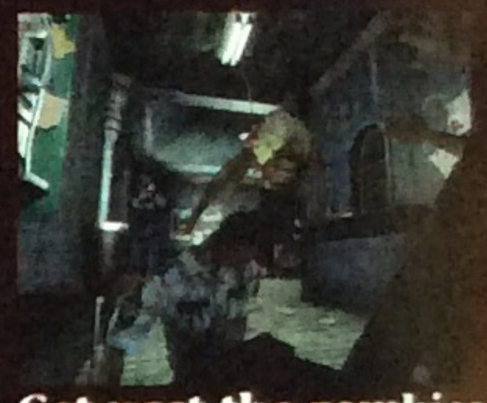
Now that the entire west side of this battle-stricken building is cleared (at least as far as you're concerned), it's time to begin a crusade of creature torso and head rearranging to the east. But, have your weapons ready and your heart braced for the terrors you're unwillingly about to face.



Once you enter the east facing door of the Main Hall you'll be in BIG trouble.



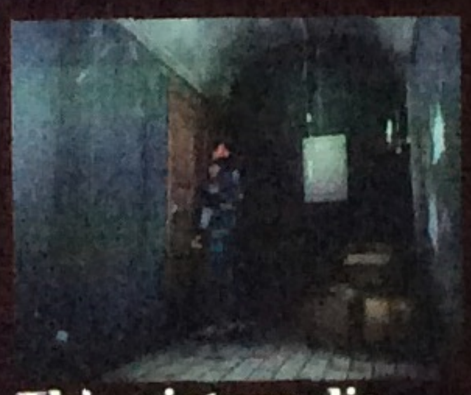
Start aerating chests and dissecting limbs as soon as you enter. Get a good hold of the wall near the door you passed through to come here.



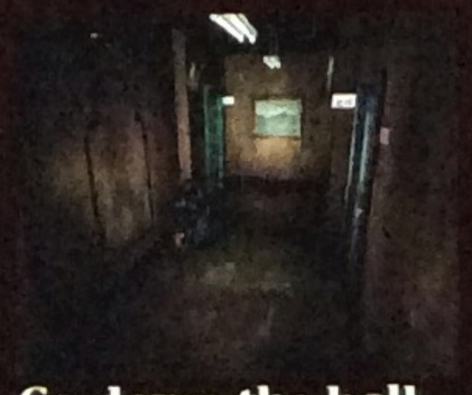
Get past the zombies once you've thinned the crowd enough for you to get by without any nasty toothmarks, or teeth tagging along.



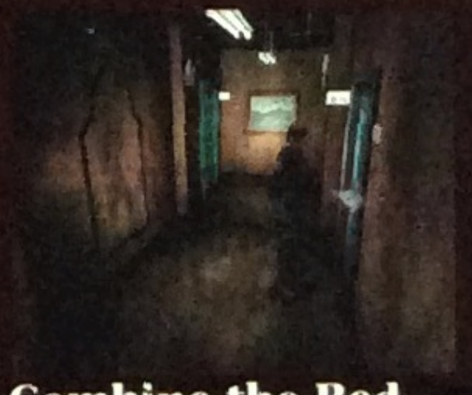
Before turning the corner and heading down the east hall, be sure to snatch out of it's pretty little pot the Green Herb near the other two atmospheric pieces of greenery.



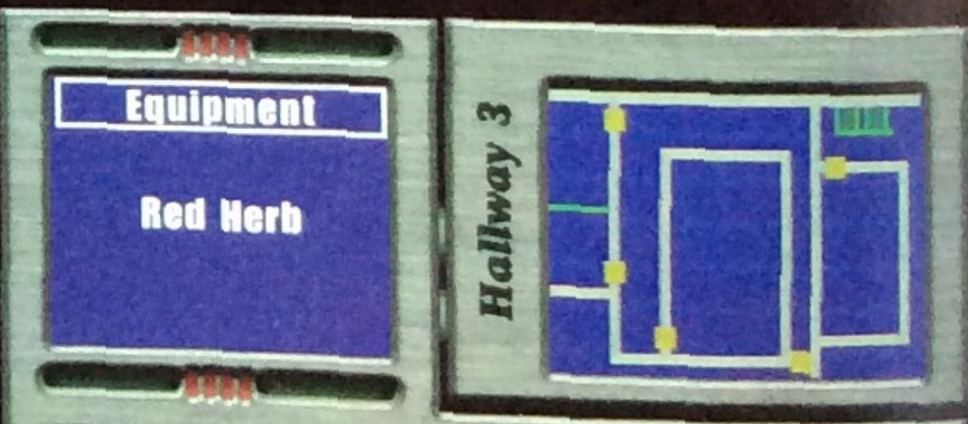
This picture displays the door at the end of the hall. Enter this door next.



Go down the hallway and make a left. There's a Red Herb to get sitting near a locked green door.



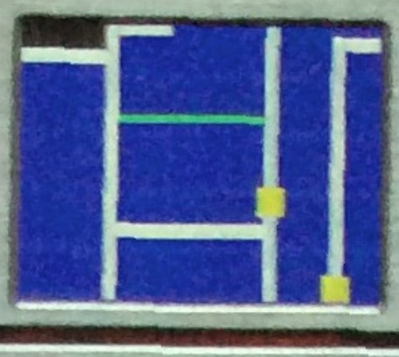
Combine the Red Herb with the Green Herb you found in the room prior; then enter the door shown in the above picture.



With the tough team of toothy treatment-needing abominations out for the count, you franticly careen through the hallway; the adrenaline rush being too much to control. The training you received in police academy has proven in worth... your life!

Equipment

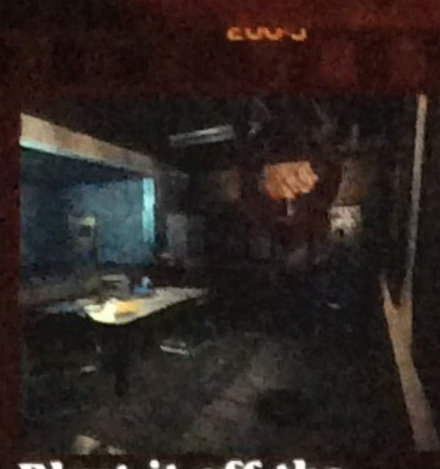
Hand Gun Bullets



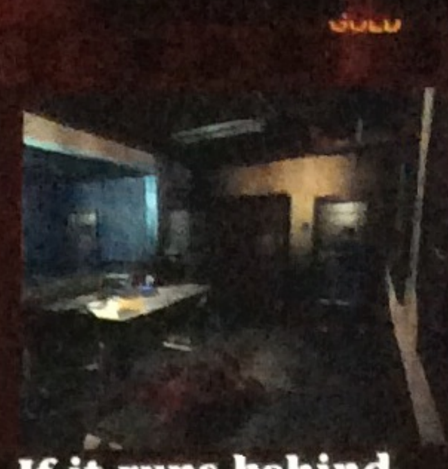
In this room is a Licker and a box of Hand Gun bullets. If you're low on ammo you can try to quickly get in and grab the ammo before you get attacked. If you want to kill the licker, then read the strategy to the left and below. If you don't, on the other hand, simply skip by this strategy entirely and go on to the next one.



As you enter, the sounds from above and the shadow on the floor will signal you to the gruesome guard of this room.



Blast it off the ceiling with a well placed buckshot barrage to the backside.



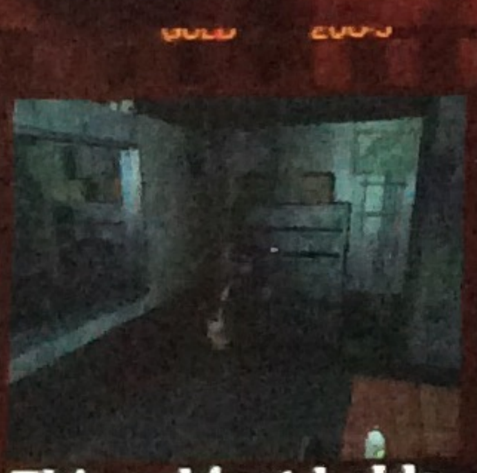
If it runs behind the chairs and desk, just wait for it to come out in the open. If you begin to move, it may attack while you're out of firing stance.



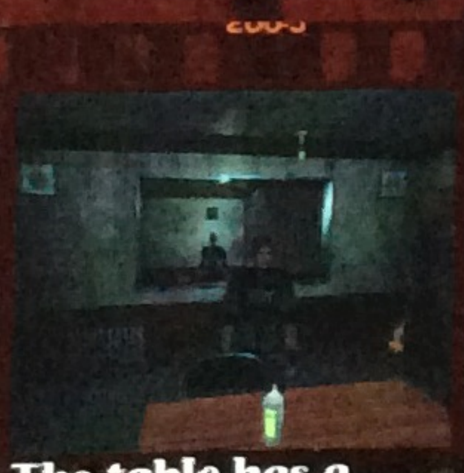
Hit it as it comes to claw your innards out; it will sit it on its back for a second before it springs back up again.



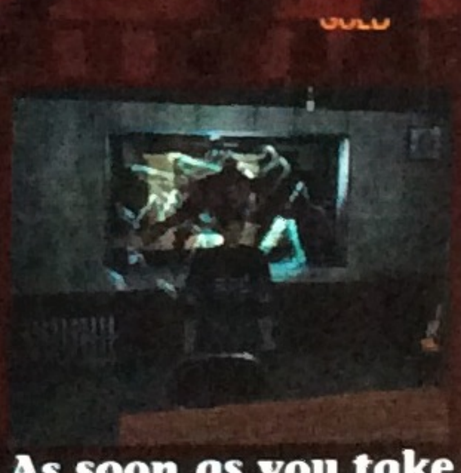
Blast it again to finish the taming of this putrefied shrew. The box of bullets' location is shown in the picture to the left.



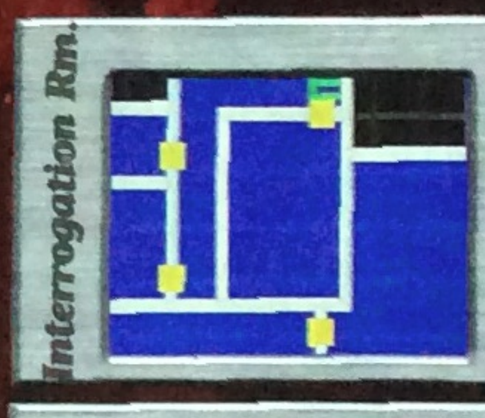
This cabinet holds the Rook Plug. This Plug and the three other will be used to solve a puzzle later on in the game.



The table has a Health Spray situated on top of it. It looks harmless, but will you take it?



As soon as you take the Health Spray a Licker will come out to punish you for your theft.



Equipment

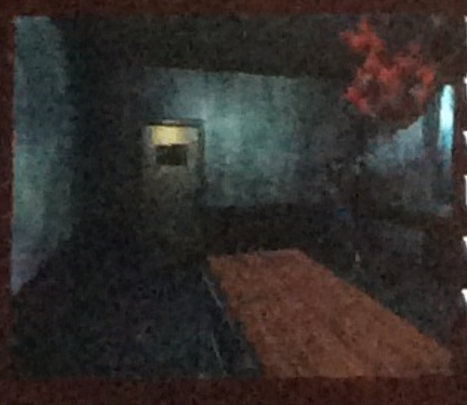
Health Spray

Rook Plug

Enter into the door to the north of the room you've just fought the ceiling licker. This room is a criminal's crying room when interrogation time comes around. Hopefully you've been a good little boy, or you'll be paid a violent visit from a vicious virulent vermin.



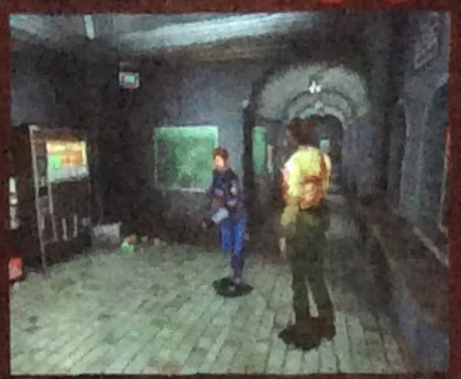
It may get the first slice, but the Health Spray should give you the confidence to withstand any onslaught.



Defend yourself against the moral-less licker with blasts and dodges. Even if it climbs the walls, you should attack without restraint!



In a headlong rush, go through the door that you entered to get to these orange-ish-shaded walls.



Run down the hall you enter next. Be wary of any surprises from still living fiends when the camera viewpoint shifts here.



Make a cut to the south and continue your single-minded journey.



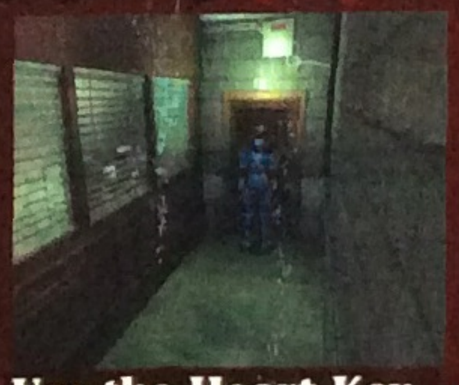
From the deadly interrogation of a full-grown licker to the use of a key in the shape of a Heart. These are the seeming incompatibles that your fizzled mind must deal with as you trek to the Heart Key Door in the East Office. Deftly out-maneuver any zombies that have so far been lucky enough to avoid your rather large wrath. The path to take is displayed in the pictures to the left.



Enter the azure double doors that conceal the East Office.



Run through the East Office till you get to the east side of it.



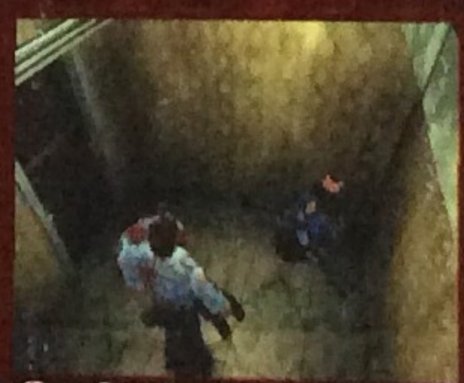
Use the Heart Key to unlock the door pictured above. Pass through at your own risk.



The way to the basement may be littered with lecherous undead, or relatively peaceful depending on the Cord use of Claire in the game prior to this one. So, prepare for whatever fate you deserve as result of you short (or far) sightedness. The Green Herb should be picked up since you'll run across a Red Herb soon. The two combined make a lovely liniment for lethal lacerations.



If you're unlucky, you'll have to fight here. Blow the rotting skulls of any zombies into ant-sized nuggets



Grab the Green Herb if, or when, you have a chance; then proceed through the hall.



Monsters, that have been separated from their lower extremities, can still bite into your shivering legs, so behead them by aiming up when firing the Shotgun.



Keep heading to the end of the hallway and go down the stairs. Someone will clean up this mess later on.

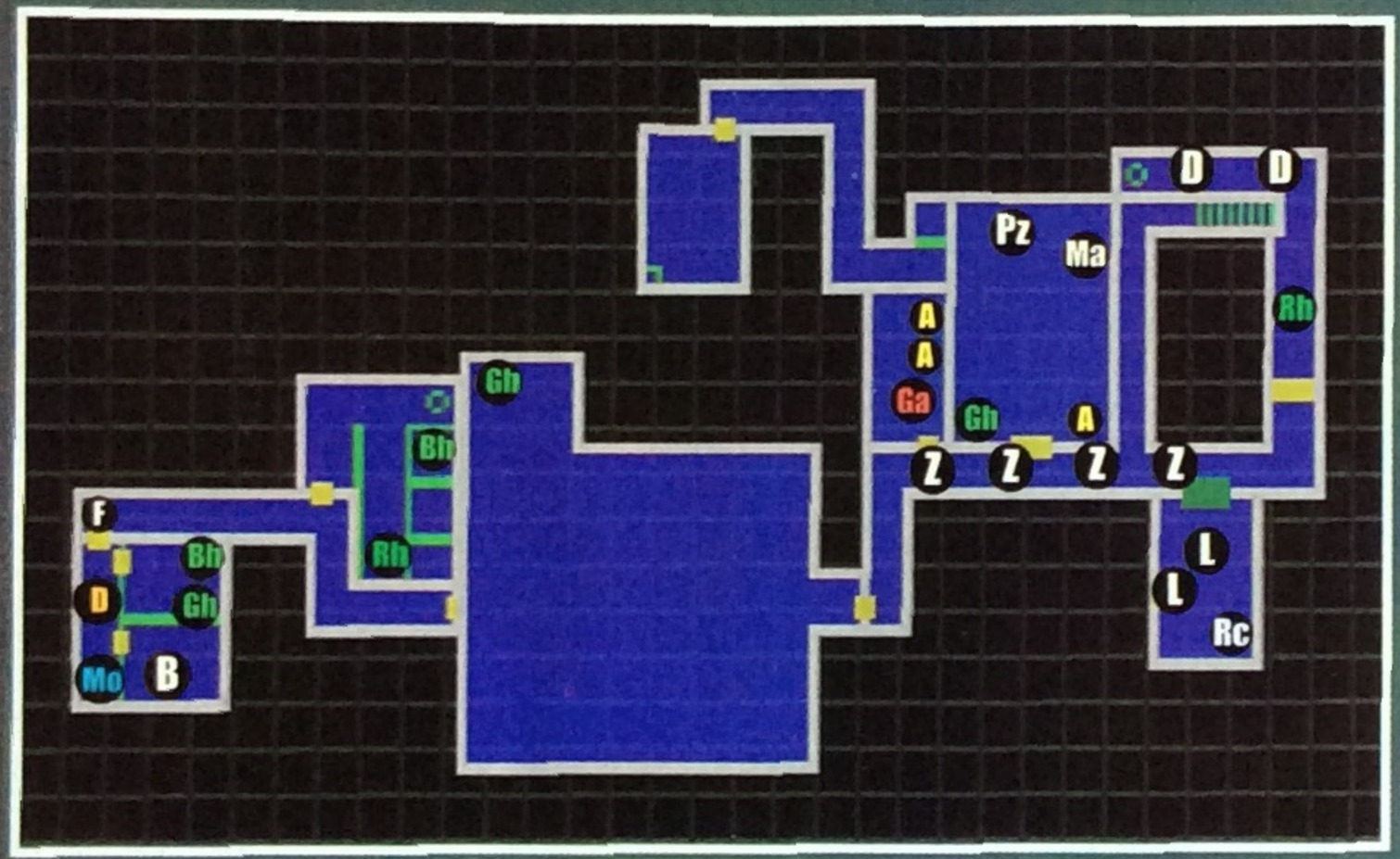
R.P.D. Basement

Survival Horror Tactics



You've made it through the overrun Raccoon Police Department, but the small dripping of what is hopefully water, the stench of what must be cow offal, and the moaning of shambling folk too hideous to contemplate leads to into the basement... Creep forth...

R.P.D. Basement Map



Key

Z •Zombie L •Licker B •Ben

D Dog Pz •Puzzle Ma •Map •Club Key Door

Items Key


A x3 — Hand Gun Bullets


Rc x1 — Red Card Key


Gh x3 — Green Herb


Ga x1 — Magnum Ammo

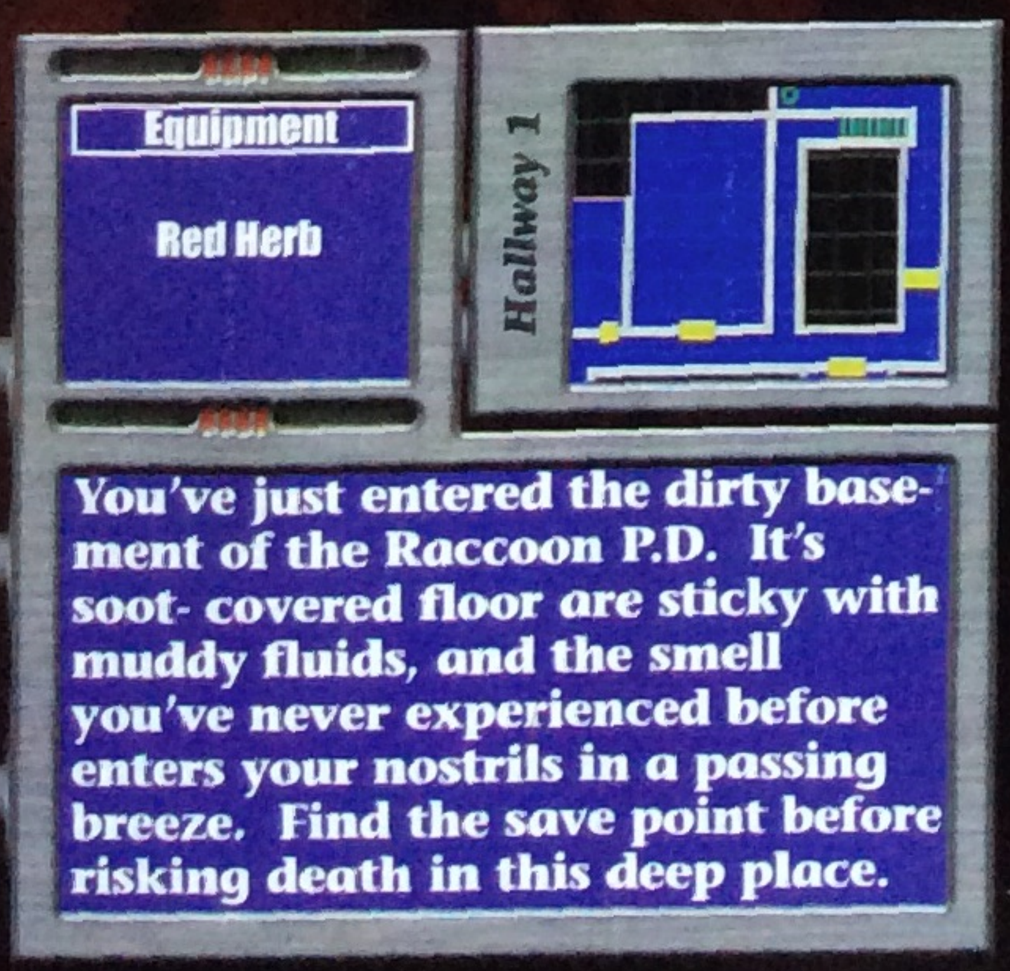

Rh x2 — Red Herb


F x1 — Film


Bh x2 — Blue Herb


Mo x1 — Manhole Opener


D x1 — Mail to the Chief



You've just entered the dirty basement of the Raccoon P.D. It's soot- covered floor are sticky with muddy fluids, and the smell you've never experienced before enters your nostrils in a passing breeze. Find the save point before risking death in this deep place.



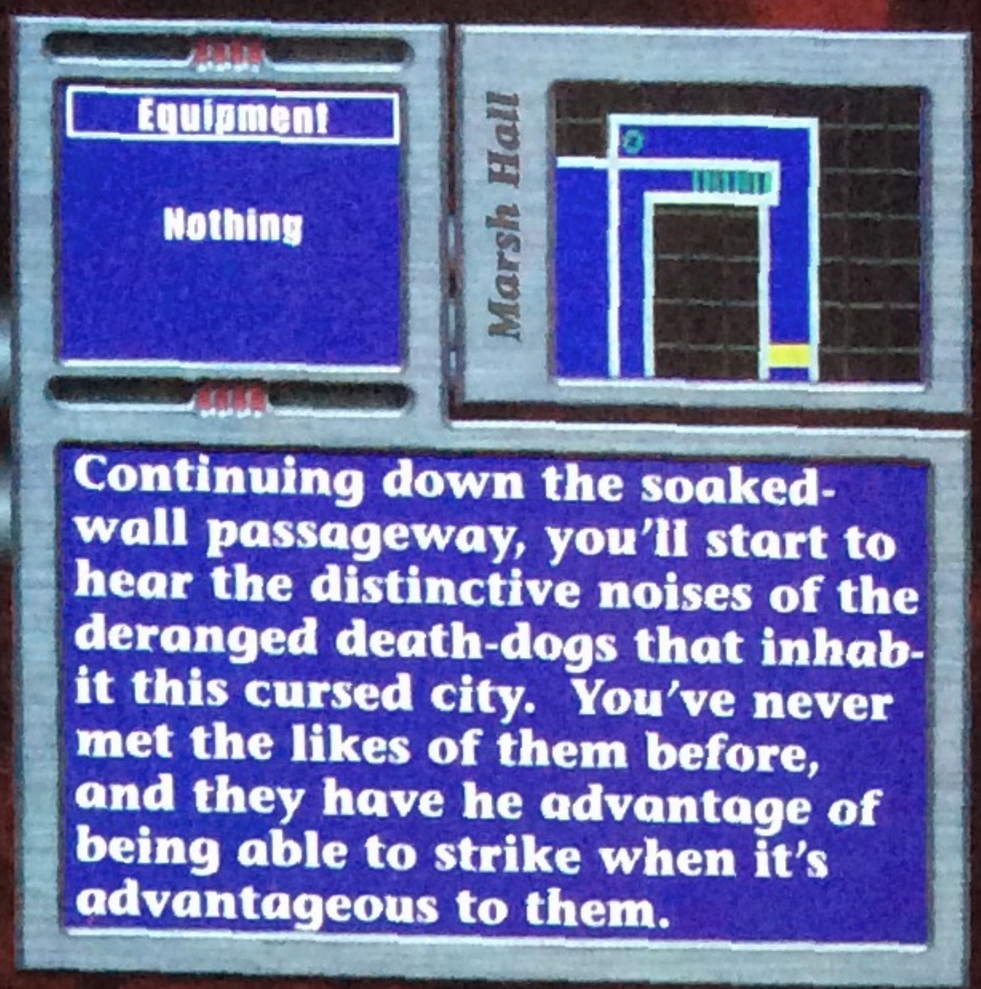
Go south, wandering the hallway you'll be in when you come off the stairs.



Turn to the east at the intersection. Head down and then to the north through two depressed metal doors.



Just inside the damp area you've entered is a healthy Red Herb. Combine it with the Green Herb you're carrying and proceed to the north.



Continuing down the soaked-wall passageway, you'll start to hear the distinctive noises of the deranged death-dogs that inhabit this cursed city. You've never met the likes of them before, and they have he advantage of being able to strike when it's advantageous to them.



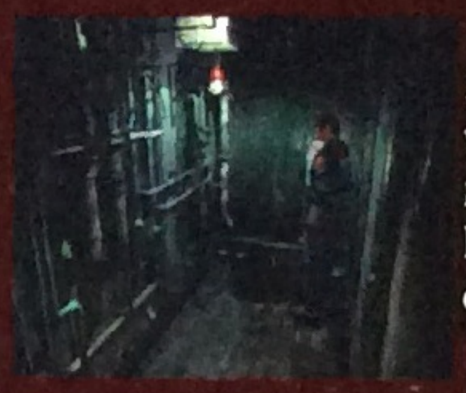
Walk a step farther than shown in the picture then back up. This will trigger the mangy mutts to attack.



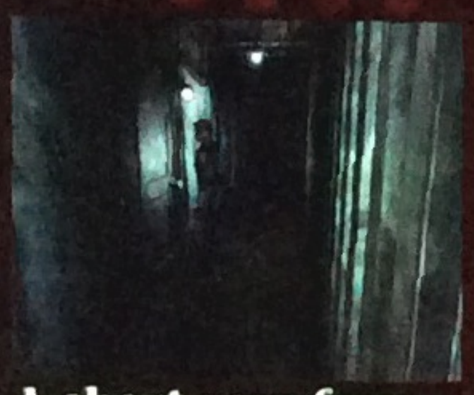
By using this technique, the rear flying dog will overshoot you; allowing you to avoid being surrounded.



With both blubbering beasts on one side, fill 'em with steamin' lead until they are surely, and finally, dead.



At the end of this little walkway is an open manhole. Descend the ladder; you've reached a safe place.



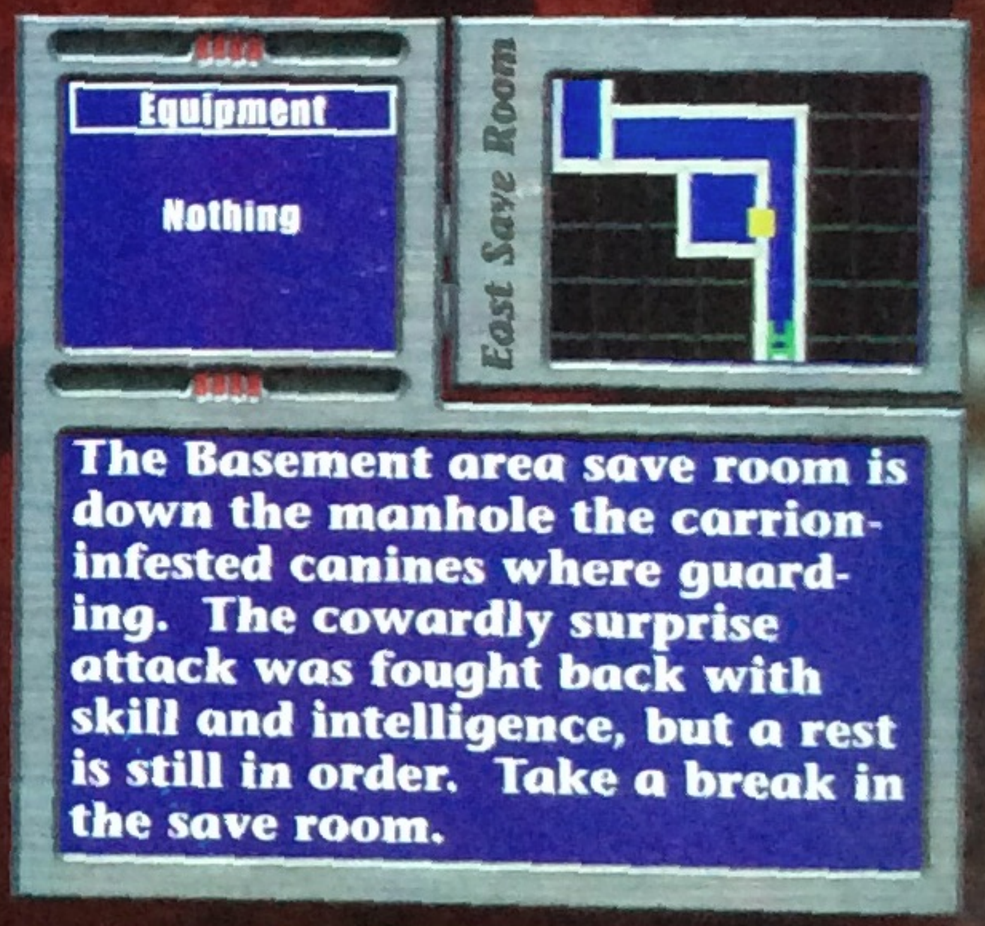
A short way from the ladder is this door. It leads to the room you're looking for. Further down this disorganized section is a dead-end.



Organize your inventory first. Drop off any extra herbs, then remove the Ribbons.



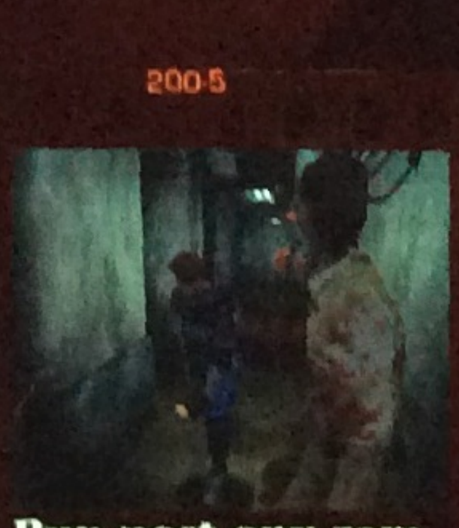
Save your game by typing your location onto the paper already inside the typewriter. Now go back the first hallway you entered.



The Basement area save room is down the manhole the carrion-infested canines where guarding. The cowardly surprise attack was fought back with skill and intelligence, but a rest is still in order. Take a break in the save room.



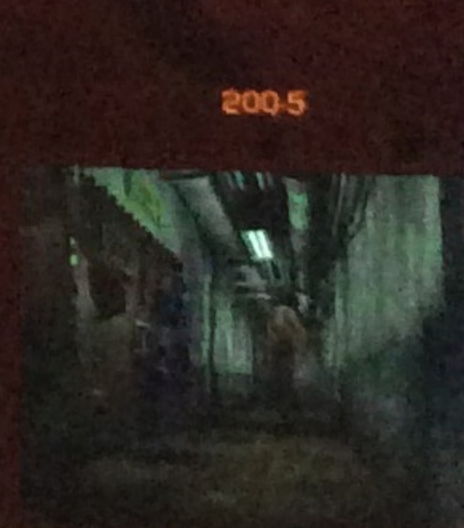
Saved, rested, and light of foot (now that the excess items have been dropped off), you charge back to the initial hallway you entered when you made the confident descent of stairs from the first floor. You're ready for, and willing to waste, any resistance to your survival-based wishes.



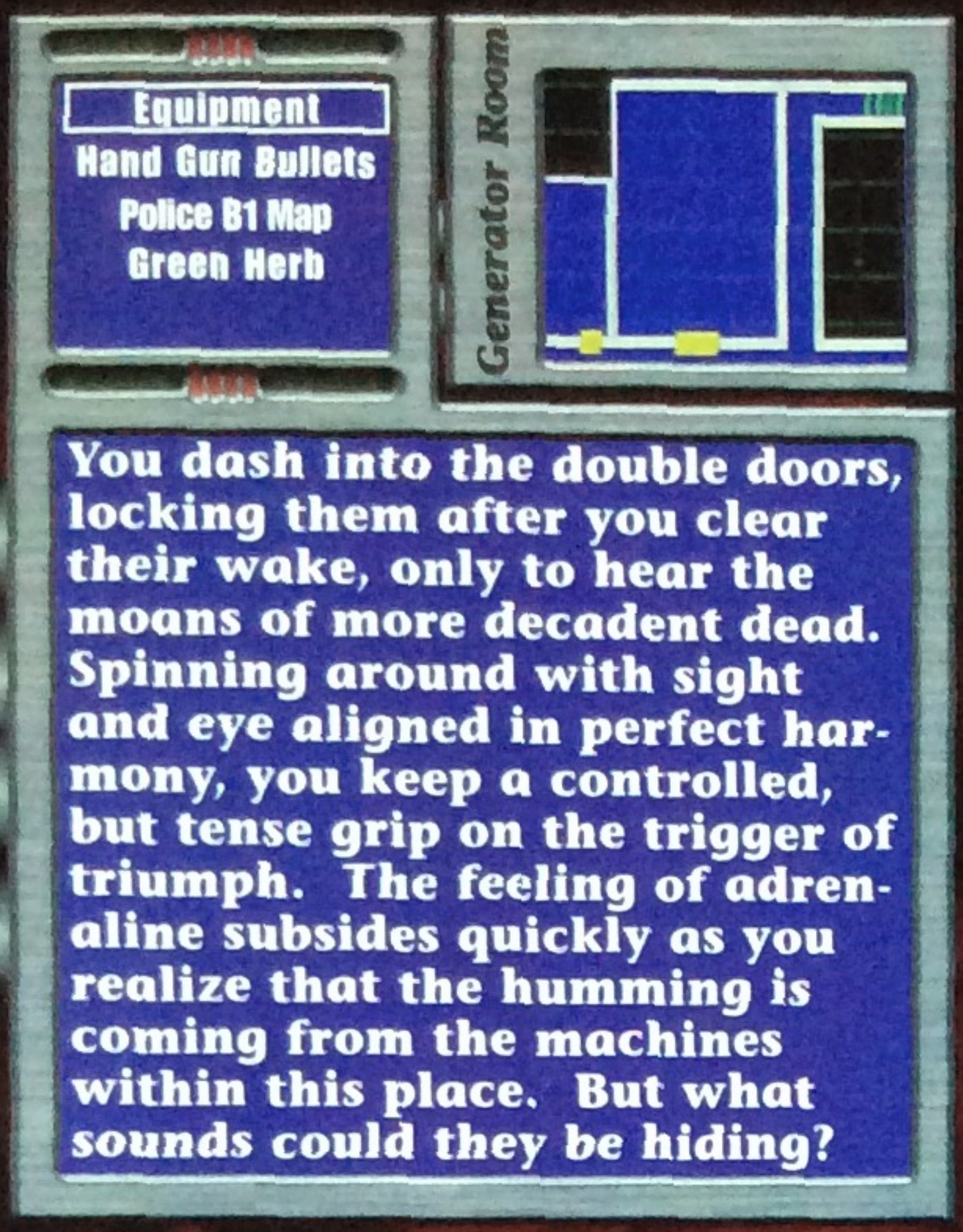
Run past any zombies that still remain and pass by the hall that leads to the stairs to the first floor.



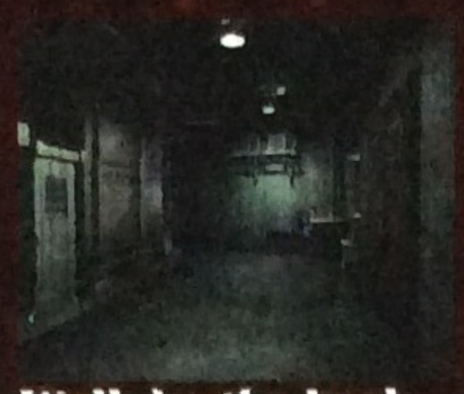
Continue down the hall, shredding any zombies that are unavoidable or just plain annoying.



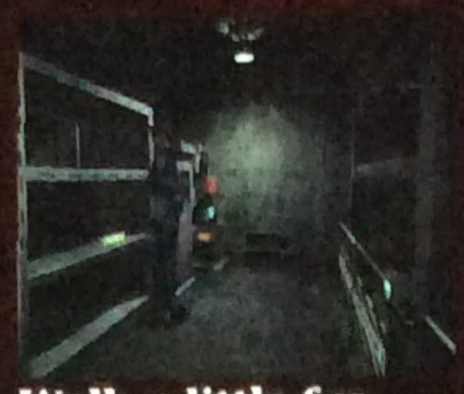
Enter the doors shown in the picture. These lead to a generator-filled room that has a puzzle you need to solve.



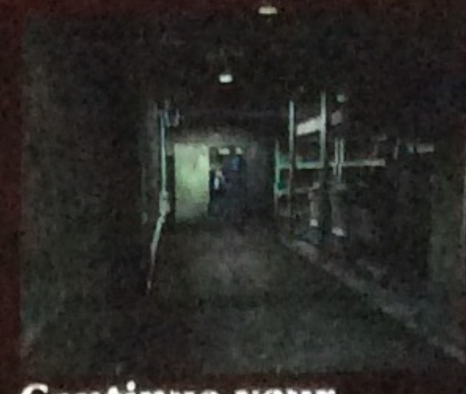
You dash into the double doors, locking them after you clear their wake, only to hear the moans of more decadent dead. Spinning around with sight and eye aligned in perfect harmony, you keep a controlled, but tense grip on the trigger of triumph. The feeling of adrenaline subsides quickly as you realize that the humming is coming from the machines within this place. But what sounds could they be hiding?



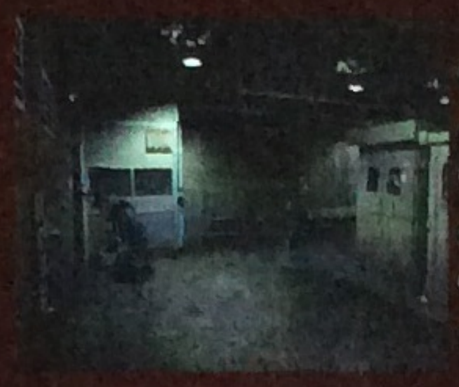
Walk by the bush of buzzing contraptions to Leon's right. The first thing you'll find will be a box of parabelum bullets.



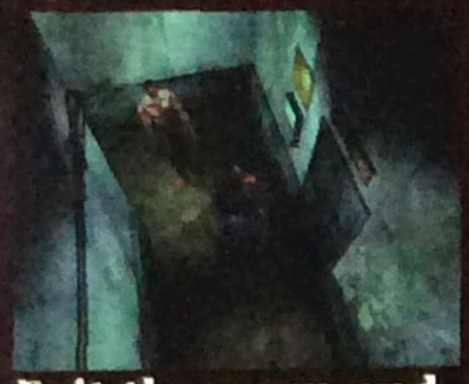
Walk a little further to the north and the Map to this level will be yours for the taking.



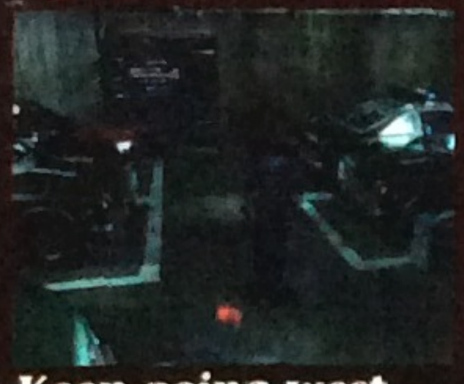
Continue your merry march around the room. Stop in front of this interesting machine. Solve the puzzle by choosing up, up, down, up, down. This will supply power to a card reader outside.



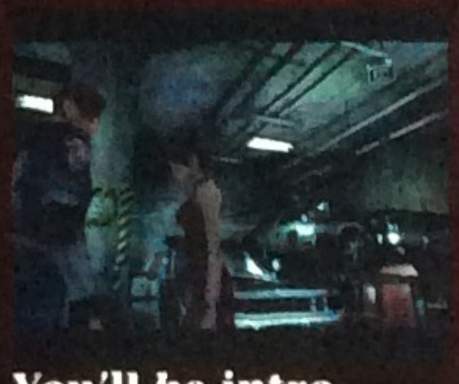
On your way out there's a Green Herb to get. You can exit this room now.



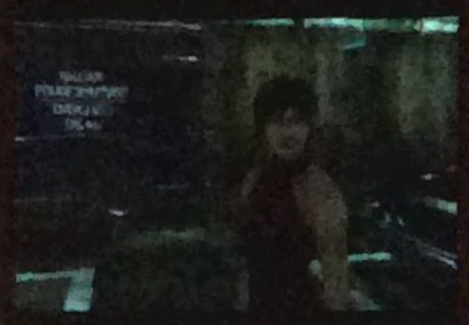
Exit the room and continue to advance to the west. Carefully deal with any zombies present.



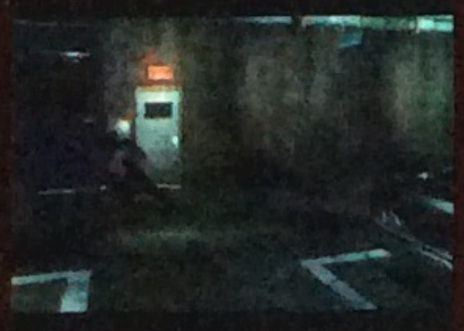
Keep going west, through the parking lot. You'll be shot at, but don't worry, you're not in any danger.



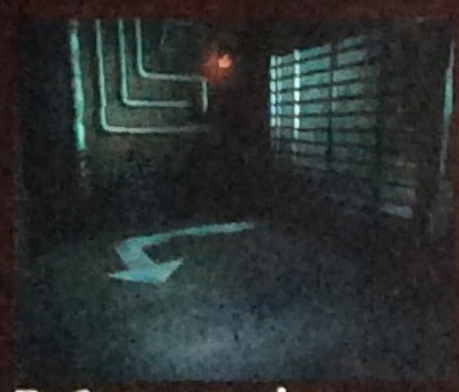
You'll be introduced, after she puts the gun away, to a Ms. Ada Wong. A brave beauty in search of her missing love.



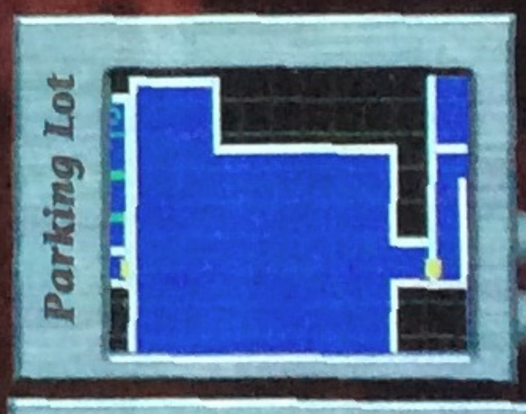
She is looking for a man name Ben, a reporter. She cannot go further in this quest until the police van is moved to the side.



With the help of Ada you can push the van. After a little sweat and effort, a door to the prison section is uncovered.

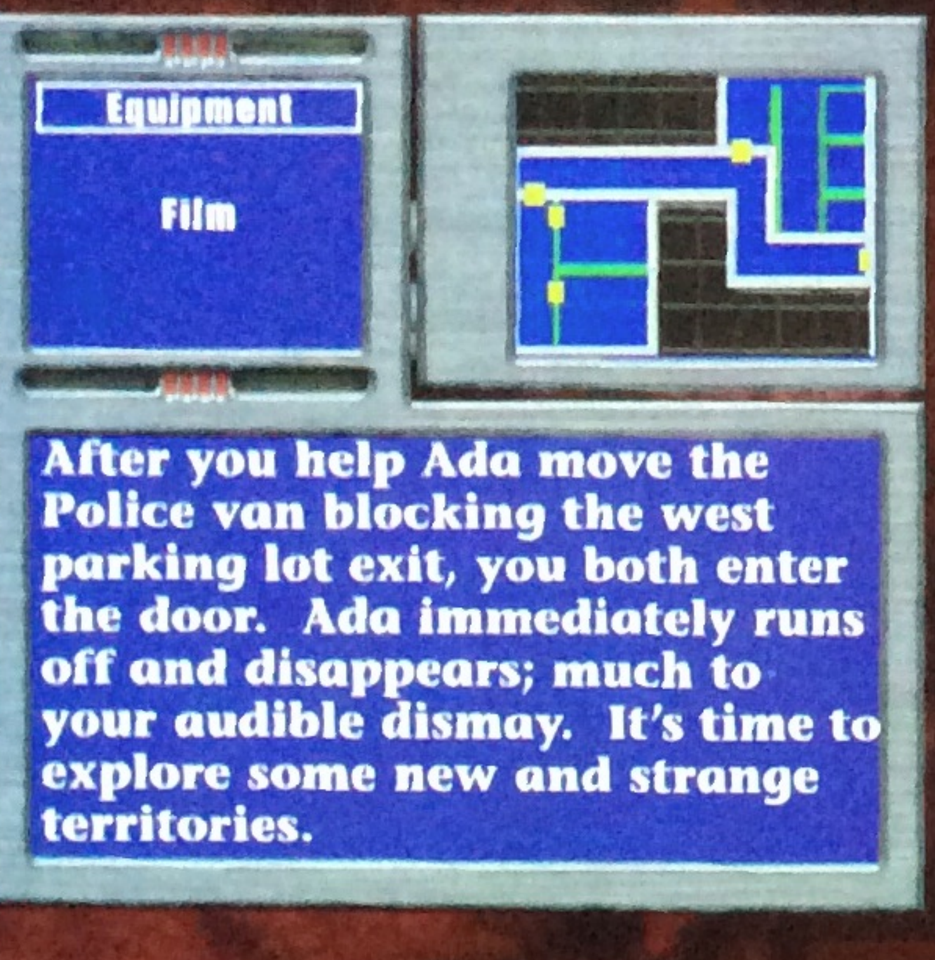


Before passing through the door, take a look around. There's a Green Herb to be ripped out of a pot in this area.

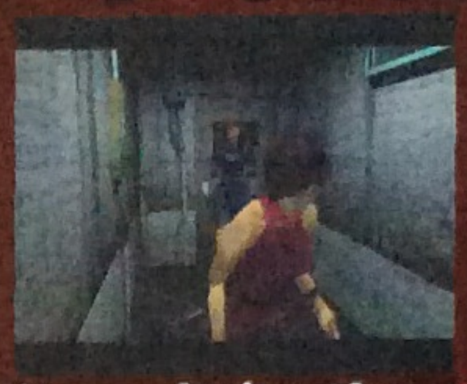




Exit the puzzle room and head west to the parking lot. In here you'll find many abandoned vehicles, and an amazing vixen. This is the other major role-player in your adventure; the incredibly mysterious Ada Wong. She's a tough cookie or else she wouldn't even be here. She's in search of a reporter named Ben that may know something about what the goings-on here were like before the pestilent plague of leprous "undeath" was spread throughout.



After you help Ada move the Police van blocking the west parking lot exit, you both enter the door. Ada immediately runs off and disappears; much to your audible dismay. It's time to explore some new and strange territories.



Upon closing the west parking lot exit, Ada will bolt off in a bounding fashion. Your calls of warning have no effect on her stride.



Follow her quickly! Take the corner by making a left rather than passing through the metallic door.



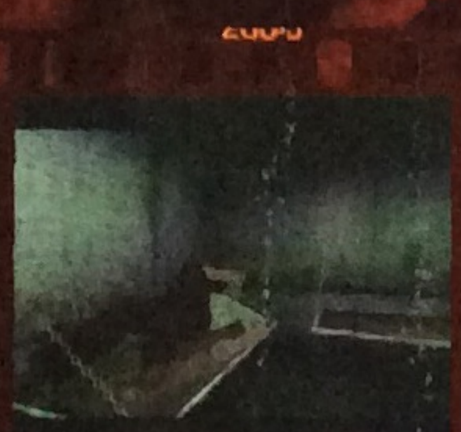
At the end of the hall is a roll of film to develop (if you so desire) back in the dark room.



Open the screen doors to the south. This will put you in one of the small jail blocks of this police department.



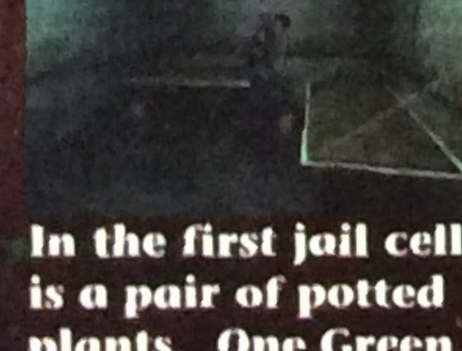
In the first jail cell is a pair of potted plants. One Green Herb and one Blue sit peacefully in this place; that is until you forcibly remove them.



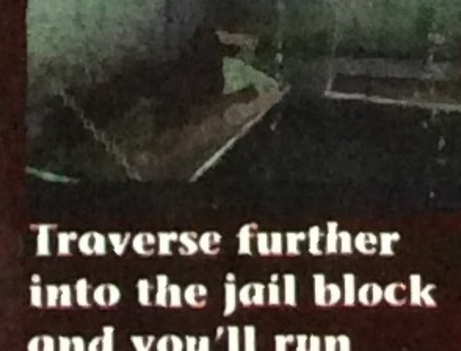
Traverse further into the jail block and you'll run across the crack reporter Ben.



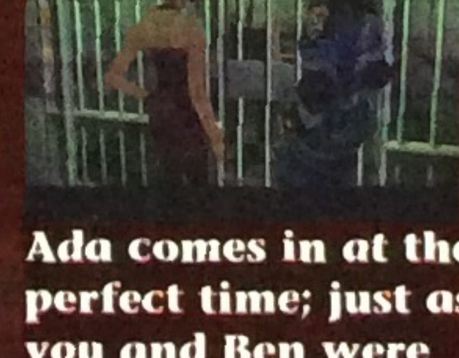
Ada comes in at the perfect time; just as you and Ben were getting to know each other. His rudeness pervades the thick air present underground.



Ben selfishness hits mammoth proportions as he affirms his conviction to stay in the cell where he feels it's safe.

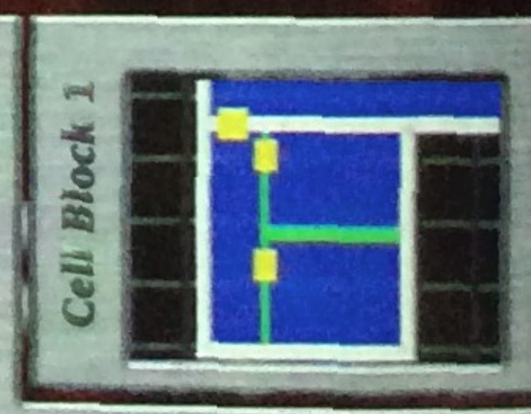


The only help he offers is the suggestion to investigate a manhole in the Kennels for a way out.

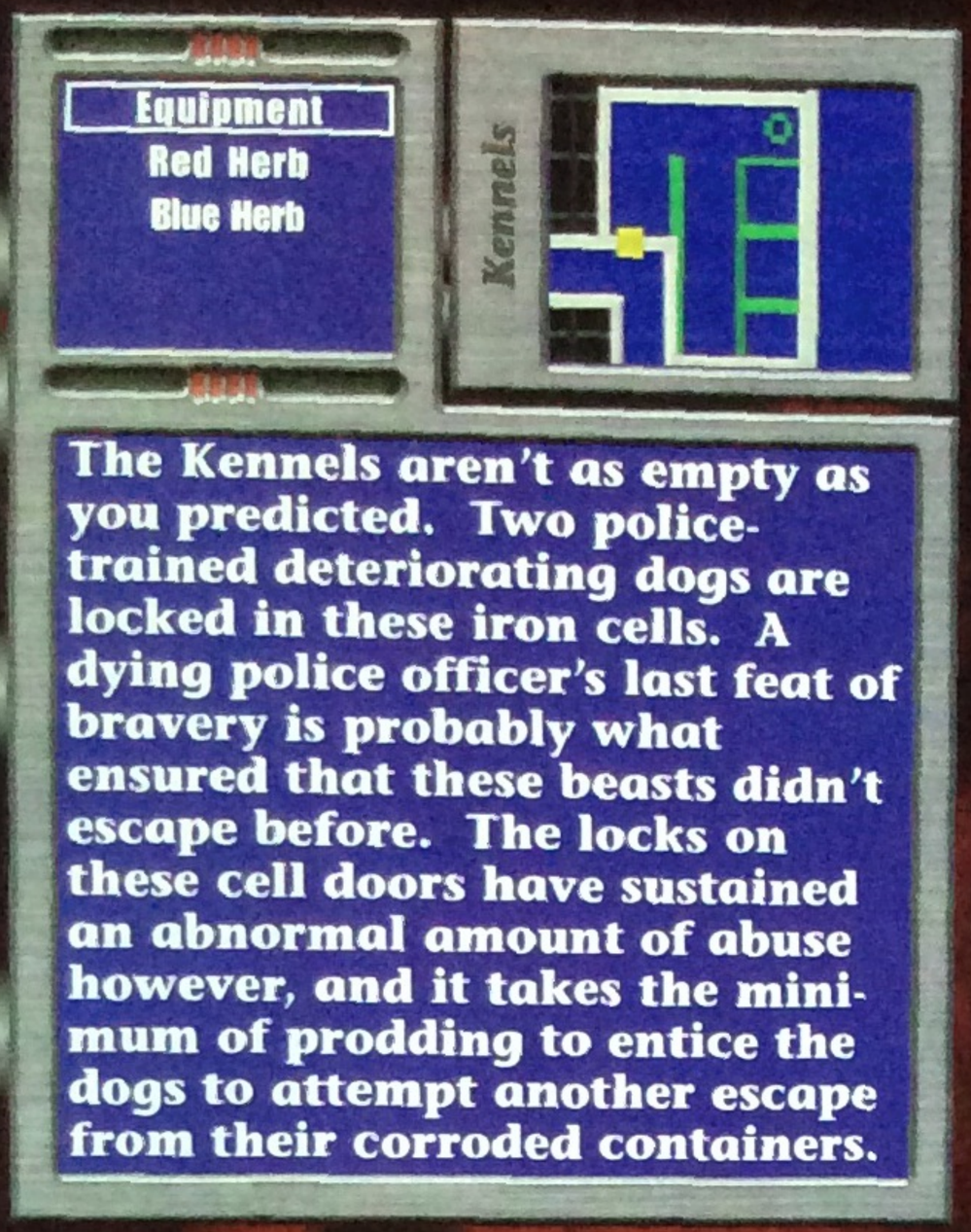


After Ada leaves to check his story, grab the Manhole Opener so that you can lift the manhole when you get there.

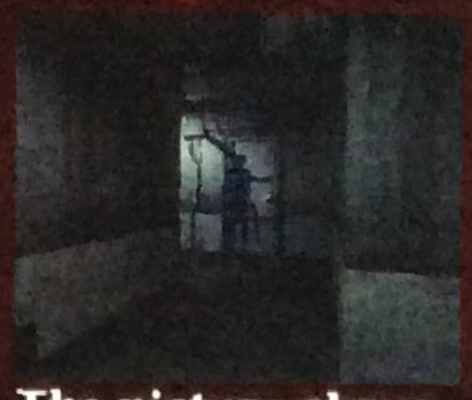




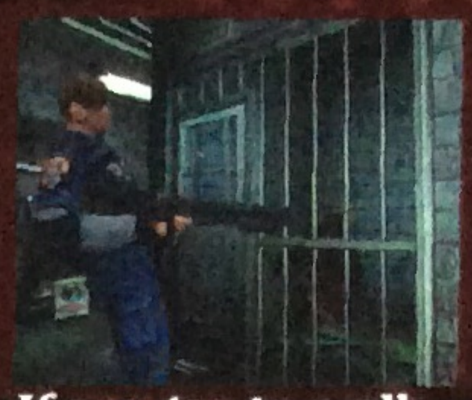
Another survivor in the span of a few minutes is discovered as you find the location of Ben, the man whom Ada is search of. The first meeting you have with him isn't the most pleasant one, since he is barely helpful, and mostly concerned with his own safety and notoriety than being a humanitarian. The manhole he speaks of is in the Kennels behind the metal door you passed on the way to this area.



The Kennels aren't as empty as you predicted. Two police-trained deteriorating dogs are locked in these iron cells. A dying police officer's last feat of bravery is probably what ensured that these beasts didn't escape before. The locks on these cell doors have sustained an abnormal amount of abuse however, and it takes the minimum of prodding to entice the dogs to attempt another escape from their corroded containers.



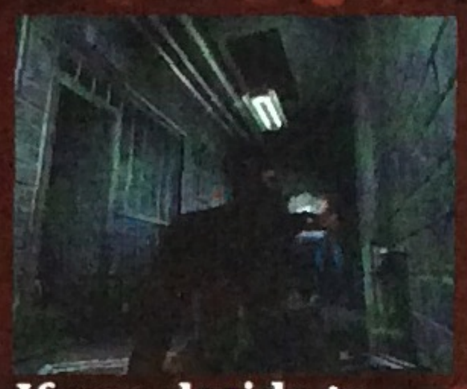
The picture above shows the door that leads to the Kennels.



If you try to walk to the Herb at the deepest and darkest end of the Kennel's space...



...one of the dogs will give you a "warning snap". But, unlike Ada, these dogs are out to harm you in the worst way!



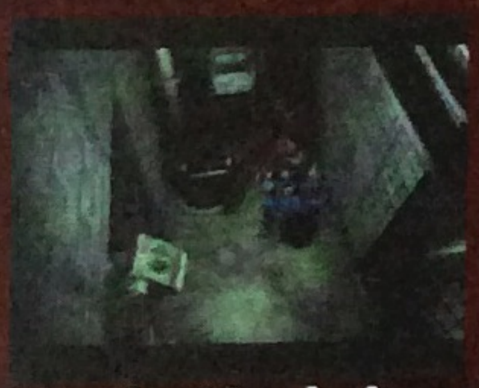
If you decide to pick up the Red Herb, the carnivorous canines will bend the locks beyond their capacity.



Fill the dogs with their own weight in weapon rounds. This will put them to the longest sleep they've ever earned.



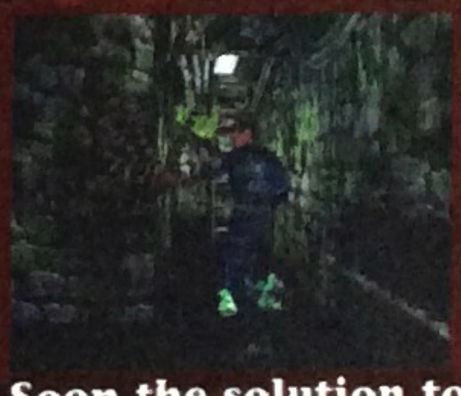
In the first kennel is a Blue Herb. This can be used, in combination with a Green Herb, to form an extremely powerful poison antidote.



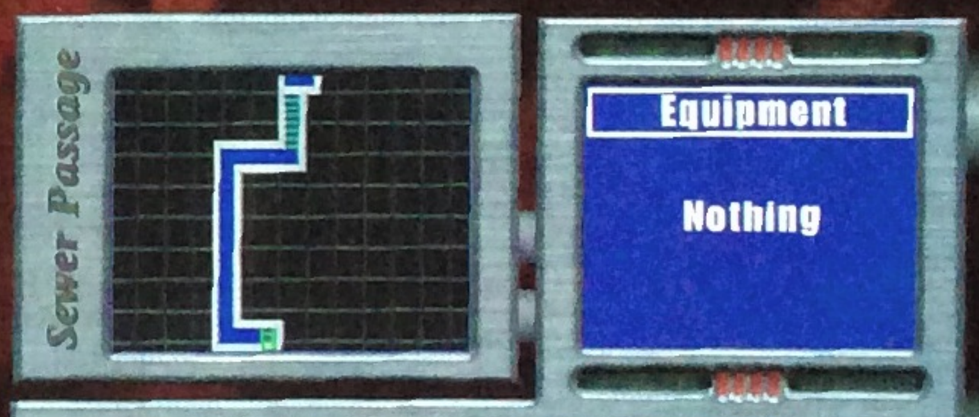
Use the Manhole Opener to unhinge the manhole cover in the Kennel. Ignore the back-yard fresh smell and descend.



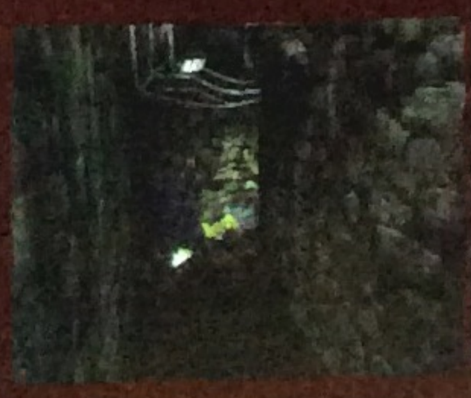
The mushy, murky water here have unusual looking hair-like thistles floating within its depths.



Soon the solution to the hair mystery is solved as enormous arachnids defy gravity, and geology; scuttling around you.



The decaying dogs aren't the only warped development the uncontrollable scientists at Umbrella originated. Insects have also made their way into the maniacal mix... with goose-skin-creating results!



With the first spider, you can probably run past it without much problem, but the second is typically guarding the lower levels from trespassers... especially juicy ones like you!



Slush your way through the spider-laden sludge until you reach set of stairs leading to light and a return to an insect-free life.

Sewage Disposal

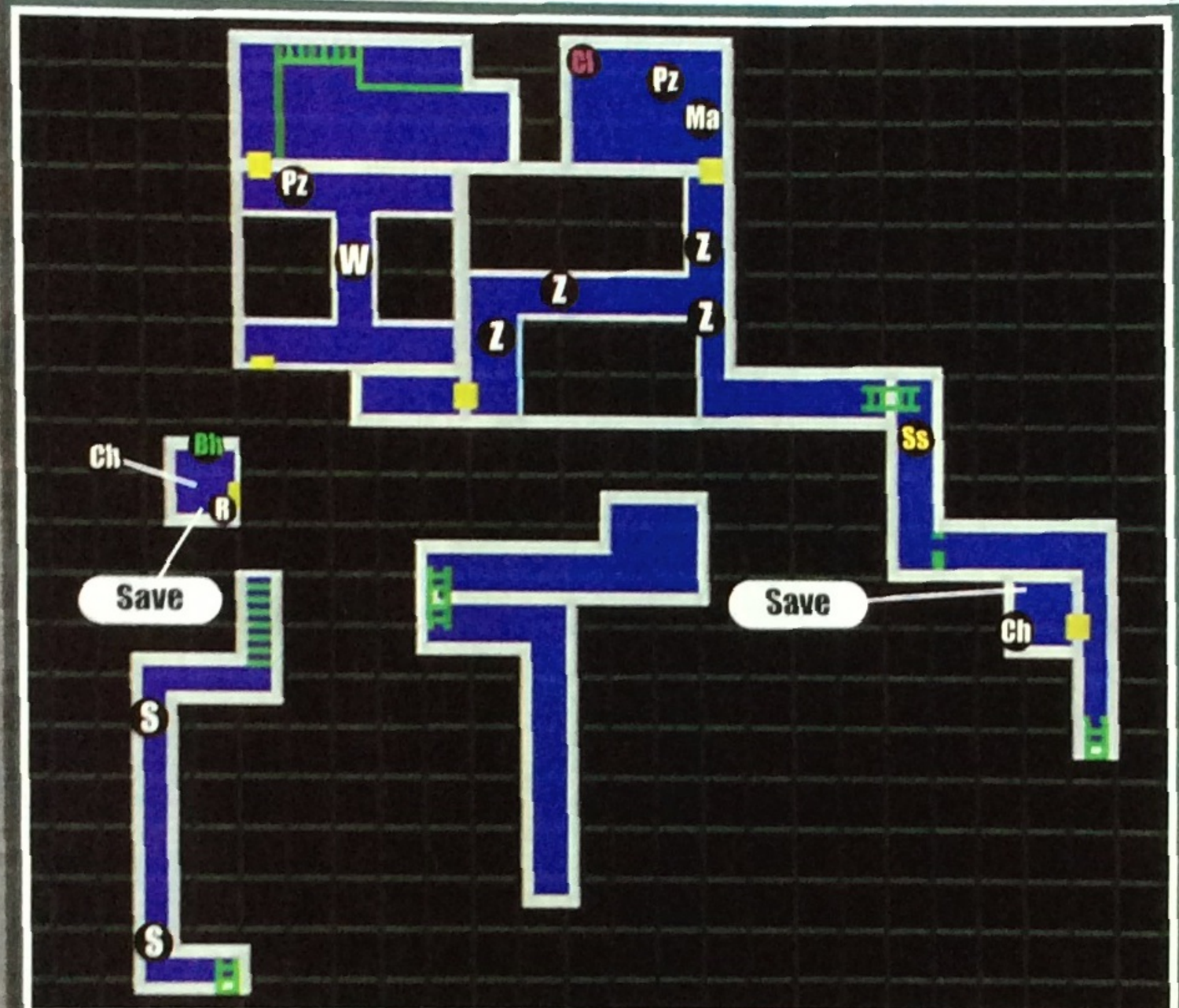
Survival Horror Tactics

Escaping the arachnid-filled alcove, Leon finds temporary sanctuary within a storage area and a brief companionship with the amazingly attractive Ada. However, knowing that too long of a stop in his journey will mean certain death, Leon must continue to search for possibilities for escape.

Leon



Sewage Disposal



Items Key



Ss x1 — Shotgun Shells



Bh x1 — Blue Herb



Ch x1 — Club Key

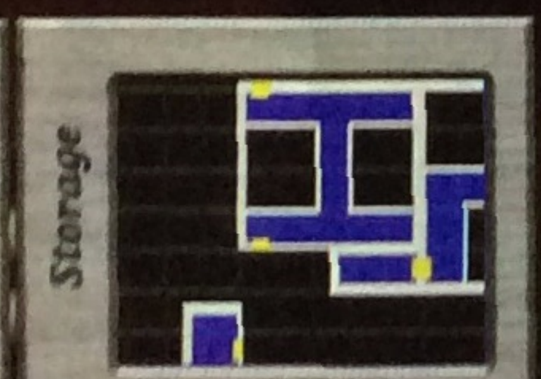


R x1 — Ribbon

Key

W • William
Ma • Map
Z • Zombie
Pz • Puzzle
S • Spider
Ch • Chest





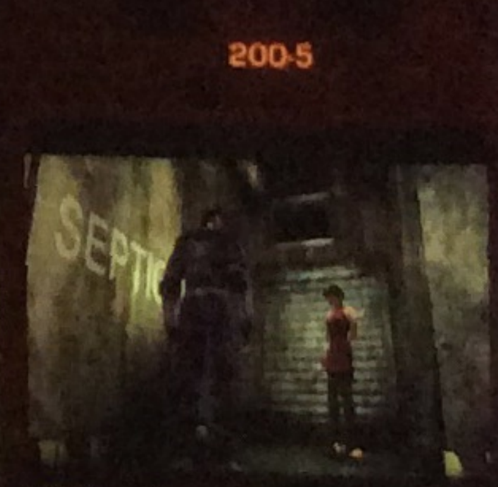
After avoiding an arachnid ambush, go into the room marked "STORAGE" room in this hall. Catch your breath, take the two plugs from the chest, and save. When you enter the other door in this hall, place the plugs in the panel, then exit; outside you'll find Ada snooping sublimely.



In this hall, head left into the storage room. Grab the Bishop and Rook plugs from the chest, and save your game to print.



Exit the storage and head north. Enter the door and make your way to this panel. Insert the plugs you have and return back.



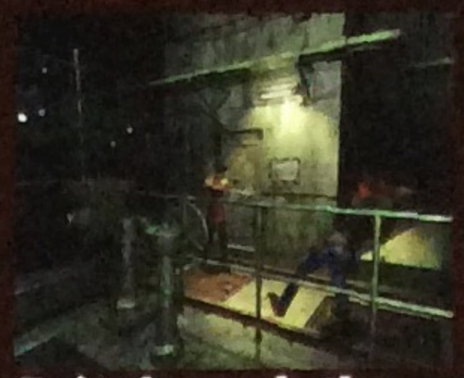
Alluring Ada will be encountered here. Ada suggests going into the shaft. Leon agrees and aids her by bending over so that she can slip into the large hole.



Control Ada with joy as she scantily slides through the sewers. Beware of the undead here, as they like well-dressed meals. Heading to the lift, proceed down and Ada will come upon Shotgun shells for Leon's lambasting leisure.



Landing, Ada startles a young girl running. The limber lass spirits away, but in her frantic fleeing she drops a precious pendant.



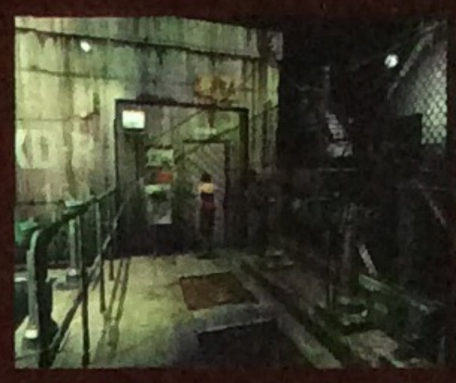
Exit through the door. A manageable pack of zombies in the mood for some gruesome groping are ripe for your attention.



Pass the puss-popping goons and head down the lift in the room to the south-east. A case of Shotgun shells are there (for Leon to use). Next, head north.



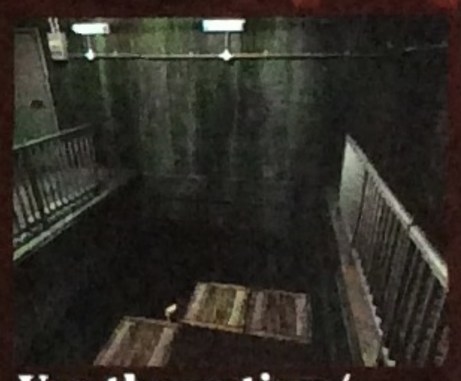
Tired of the brain-jolting, heart-pounding action, and in need of a more peaceful challenge, Ada is in luck (for once this disastrous day). A cabinet can be seen on the other side of a deep, dry well. With the diligent dead outside safely on the other side of a bolt lock, Ada can conquer this conundrum in a quiet, crate-filled crevice.



With the three undead cannibals in this area either dodged or disposed, head into the door shown in the above picture. A small shifting puzzle needs a sharp solution.



Entering this room, make sure Ada grabs the map near the door. Head to the crates at the bottom of the basin, and push the first crate seen into the upper right corner (as shown in the picture above).



Use the action/attack button to hop onto and then off of the middle crate. Push this middle crate against the first crate moved (see the above picture).



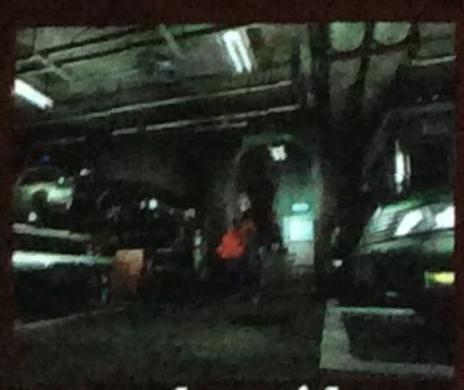
Push the last unmoved crate into the remaining space for a perfect fit. Climb carefully back up to the Water Level controls, and activate the liquid influx mechanism.



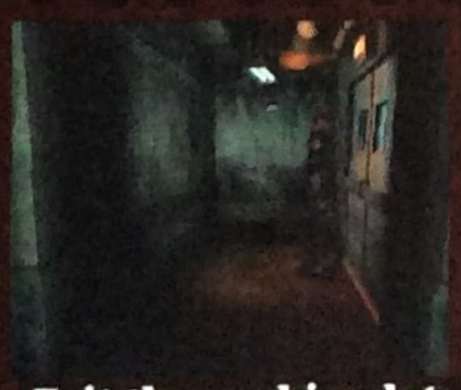
Water will flood the basin, raising the crates to make-shift bridge-crossing level. Crossing the crates, Ada finds the Club Key upon a small shelf. Exit this room and return to the smelly shaft.



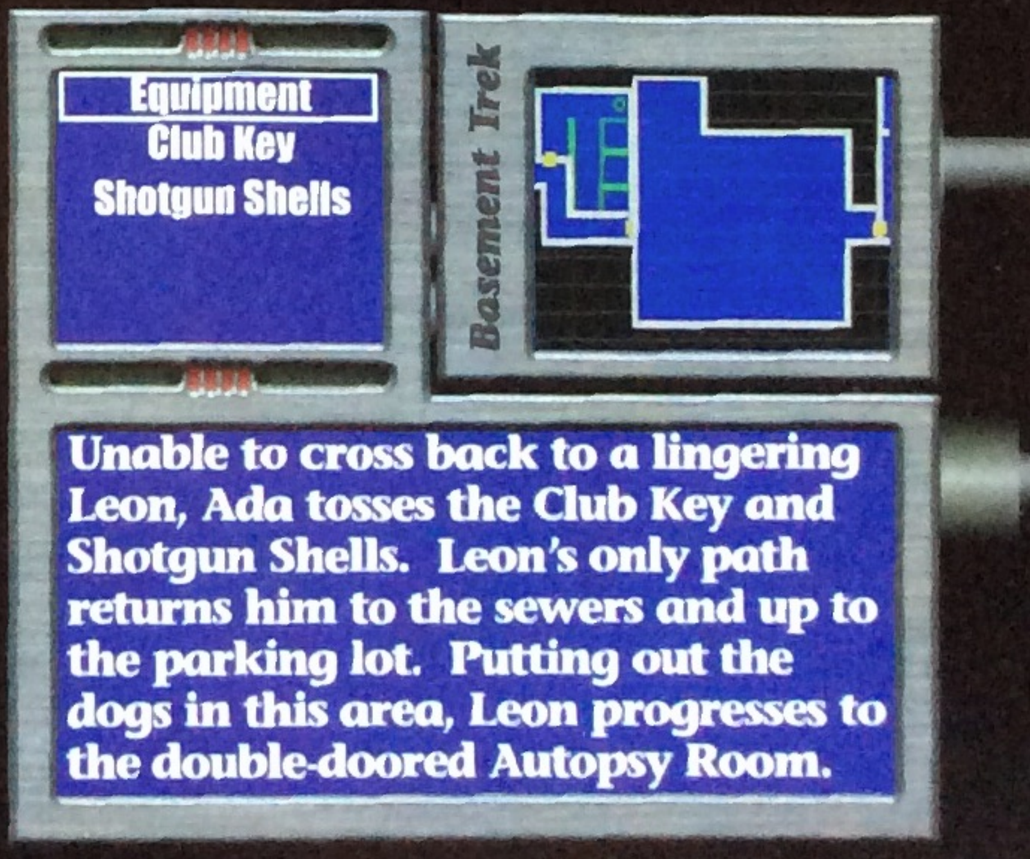
Though Ada will be unable to return the way she came, she'll toss the items back to the lonely Leon. From here, Leon has only one path.



Brave the spider sewer, scale past the manhole, crusade through the Kennels, and blast some fatally-sickened stray mutts in the Parking lot.



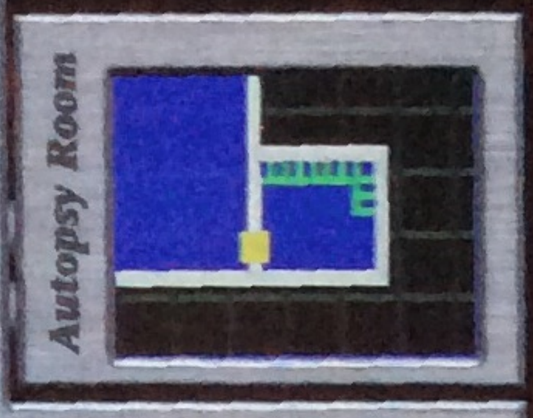
Exit the parking lot into the first basement hall looking for the double doors to the Autopsy room. Enter using the Club Key.



Unable to cross back to a lingering Leon, Ada tosses the Club Key and Shotgun Shells. Leon's only path returns him to the sewers and up to the parking lot. Putting out the dogs in this area, Leon progresses to the double-doored Autopsy Room.

Equipment

Magnum Bullets
Hand Gun Bullets X2
Submachine Gun
Side Pack
Red Card Key



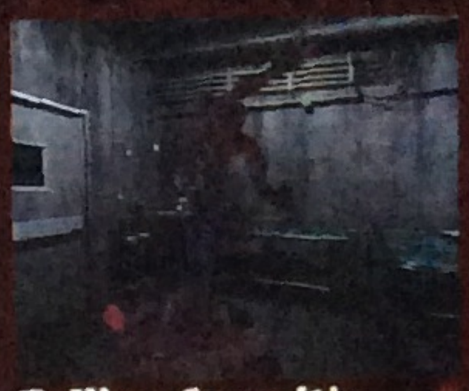
Entering the hallway, look for the double doors of the Autopsy room, accented by a dim red light. Using the Club Key, enter, where Leon gets besieged by two broken-toothed Lickers. With trusty gun in hand, and terrified knees shaking, he takes out these fleshy murdering menaces with ease. In a metal cabinet, the Red Card Key is found. Once acquired, he walks down to the card reader outside to the Arms Storage door. With the power previously restored, Leon uses the Red Card Key to open the door; with watery eyes, he begins grabbing major blood-letting goodies all over this room.

Required



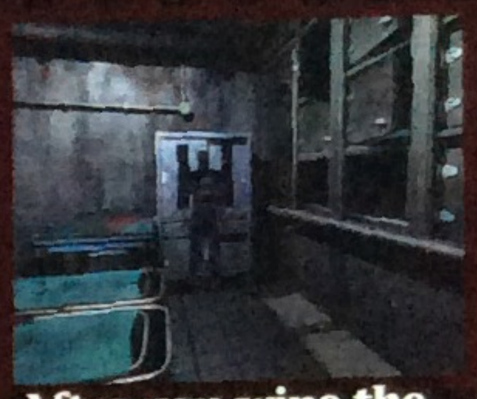
Club Key

200-5



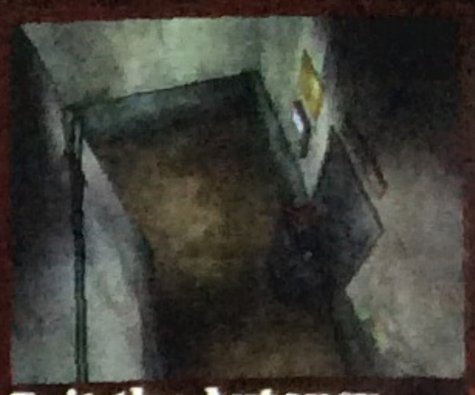
Falling from it's ceiling nest, this Licker will ambush Leon upon immediate entry. Make sure to take out it's tricky twin, as well.

GOLD 200-5



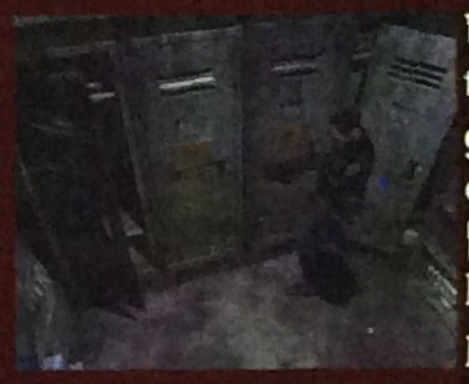
After you wipe the disgusting drool from your ragged sleeves, grab the Red Card Key from the metal cabinet.

200-5



Exit the Autopsy Room, and head west to the door with the card reader. Using the Red Card Key, Leon happens upon a bonanza of bullets.

GOLD 200-5



But ammo is not all Leon will find in this room. Behind Locker #2 lies the grand prize. A Side Pack to decrease encumbrance, and the Submachine Gun [note: these are here ONLY if they were left alone in the game (Claire A) played previously].

R.P.D 1st Flr.

Survival Horror Tactics

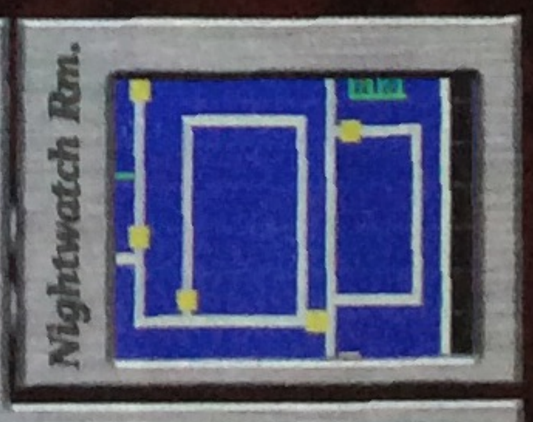
With renewed firepower, dealing with unnatural horrors of the dark no longer seems so frightening. Unless you'll be dealing with monsters that can resist direct hits from tank round, but as a great man said, "Don't fear what might happen until it actually comes to bear."

Leon



Equipment

Shotgun Shells
Magnum Bullets
Watchman's Diary



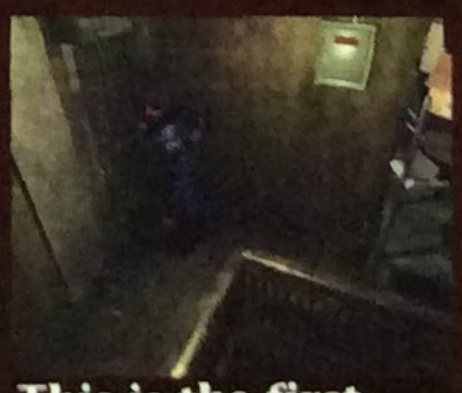
Exit, then head up the stairs that you took to reach the this area. Make your way to the first floor. Here, use the Club Key to open the door nearby. Search the watchman's quarters and confiscate the useful items you uncover. Exit and head through the East Office, exit it and head north-east. Open the door and follow this hall to an elegantly etched verdant door.

Required



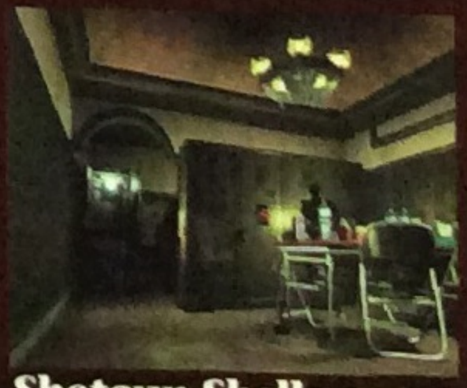
Club Key

200-5



This is the first room you need to search. It's right to the south of the stairs that lead to the Police Station Basement.

GOLD 200-5

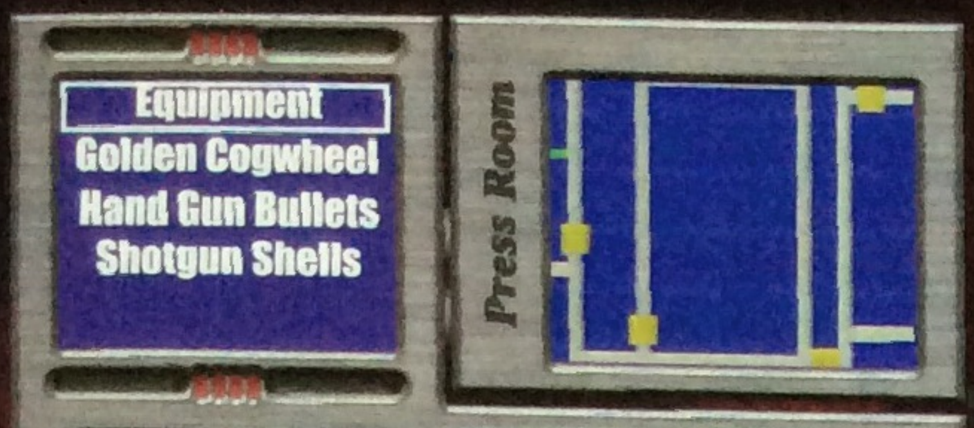


Shotgun Shells are in the locker shown in the picture above. On the opposite side of these lockers are Magnum Bullets and the Watchman's Diary.

200-5



Near the Interrogation Rooms is the last Club Key door that must be examined. Follow the map, or the instructions in the blue text box to the left, to get there.



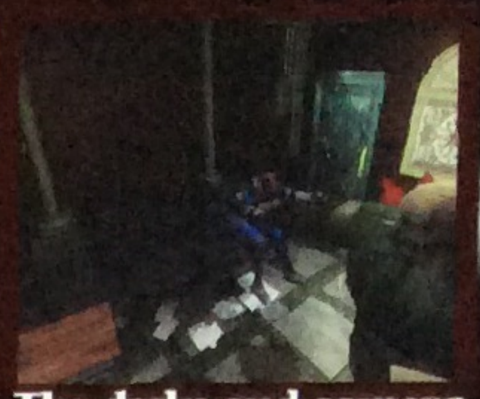
Entering, Leon enters what appears to be a press conference room. Upon examination of an unusual painting you gain a small hint of how to solve the puzzle in the back room. A short time later the puzzle is no more, but another puzzle presents itself through a huge hole in the east wall. The putrid paratrooper has returned to halt your progress for good! Use your wits and wile wisely!



Examine the painting, and light the roundish gas furnace in the north west corner. Then, switch on the faucets in middle, east (shown above), west order.



As soon as Leon moves just an inch towards the Cogwheel, Mr. X, , breaks through the wall like a shark that's caught a whiff of the runnin' red stuff...



The desks and camera equipment make it uneasy to maneuver for a good shot. Even after immobilizing him, Leon receives a petty box of Hand Gun Rounds. Advice; high-tail it out of there (with the Cog of course).



Thought you got rid of 'im, didn't ya? Mr. X makes an encore entrance via a different wall. The narrow hallway makes evading this walking behemoth very difficult, so introduce Mr. X to Mr. Magnum. This time around, Leon can get Shotgun Shells out of his temporarily limp body.

R.P.D 2nd Flr.

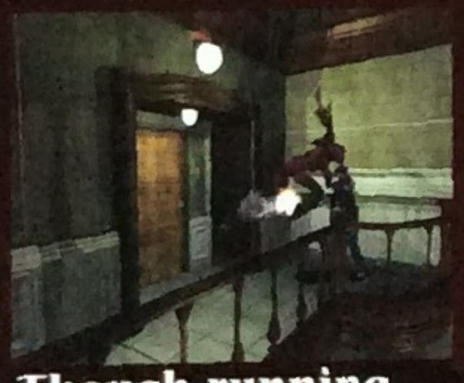
Survival Horror Tactics



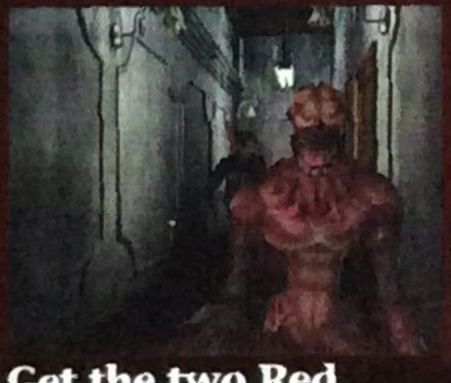
After flooring Mr. X yet again (or not), head out into the Main Hall and take the ladder up to the Second Floor. It's time to give the Red Ruby Hearts back to those Virgins in the room next to the charred chopper. But don't get caught unawares; creatures venture through the areas you've passed before.



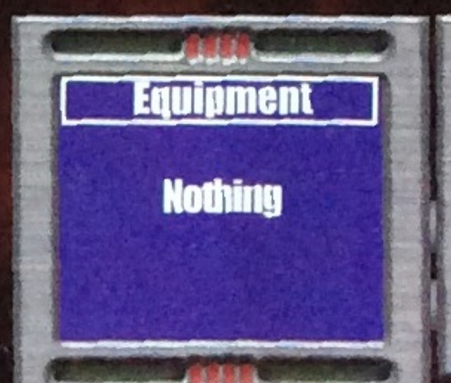
Go west to the Main Hall and go up the emergency ladder. A daydreaming Licker has chosen the top of the ladder as its dwelling.



Though running seems to be a good option, you'll have to return here later. So put the Licker out of your future misery.



Get the two Red Jewels from the proceeding storage room, and enter this hallway, where more familiar fiends attack you on foot, and on wall (!).



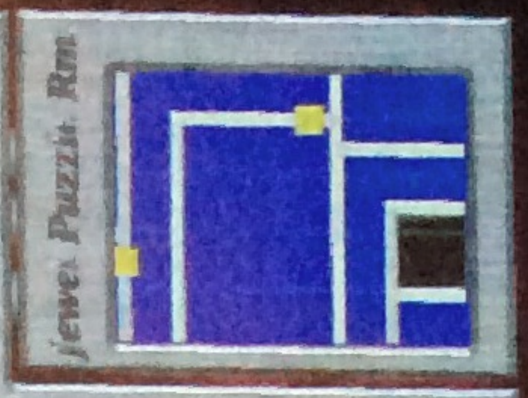
Recovering from the double surprise attacks of Mr. eXtremely annoying, you head to the Main Hall. Take the ladder to the second floor and then go to the Waiting Room for save and inventory management type activities Then exit to the east and enter the crab-creature guarded door past the crashed copter.



Two stressed Lickers are in this hallway. For true man-style carnage, group them together for a close-range, brain-splattering series of scintillating Shotgun blasts that ruin the wallpaper and redden the floor.

Equipment

King Plug



Pass the helicopter and enter the door to the Jewel Puzzle room. Point of interest here is the wall with the two "heartless virgins" and the bound statue between them. Appease the virgins and you'll be rewarded like a King.

Required



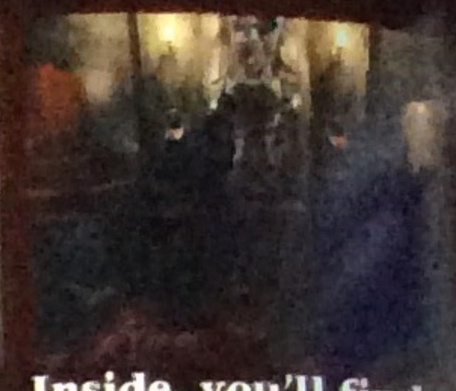
Red JewelX2



Place a Red Jewel in the center of each maiden to return life and much needed color to their grey exteriors.



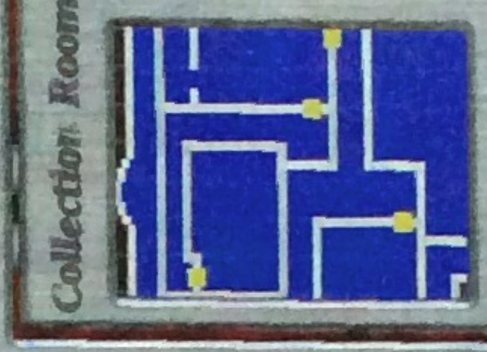
That looks much better. When both maidens are pleased with your latest gifts, the center statue will open up.



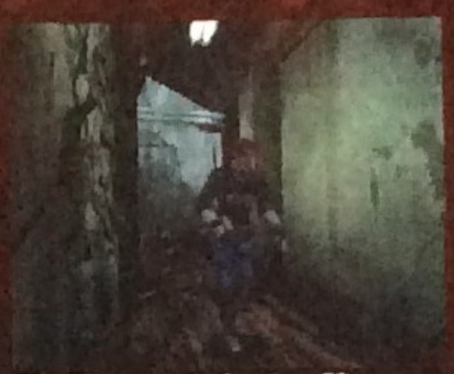
Inside, you'll find the King Plug. You should be one away from completing your makeshift chess set.

Equipment

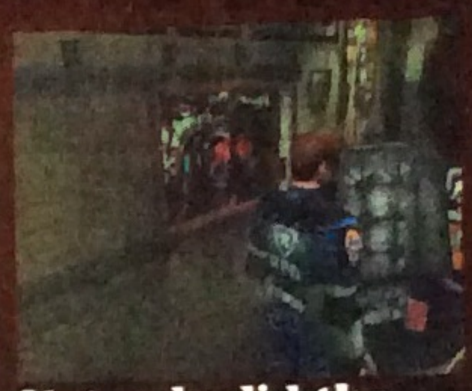
Hand Gun Bullets
Chief's Diary
Secretary's Diary B
Crank



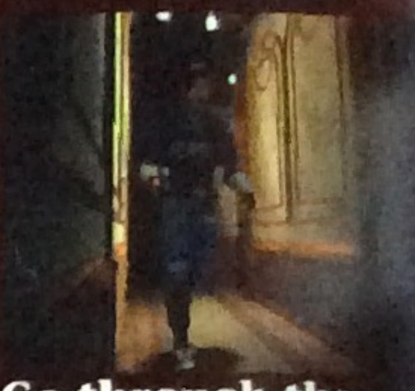
Moving down the hallway takes him to the Chief's Office. This room is relatively empty, except for the unpleasantly statuesque animals who were never allowed to rest in peace. After delving deeper into this section of he department, you find the Secretary's Diary, as well as reveal the Crank. Taking the discoveries with you, you exit, but Mr. X will meet you in the outside hallway. Deal with him decisively in this dead-end hall; then run the holy heck out of there before it gets up again!



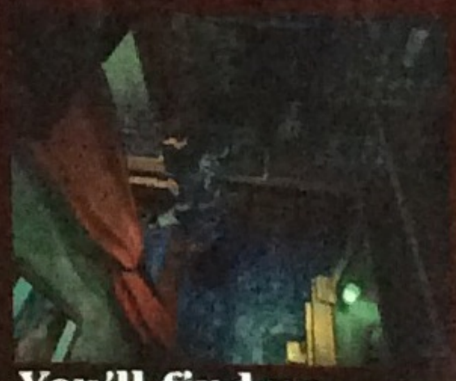
Follow this hallway which Claire conveniently opened up next to the helicopter wreckage. It will lead to the Taxidermy Room.



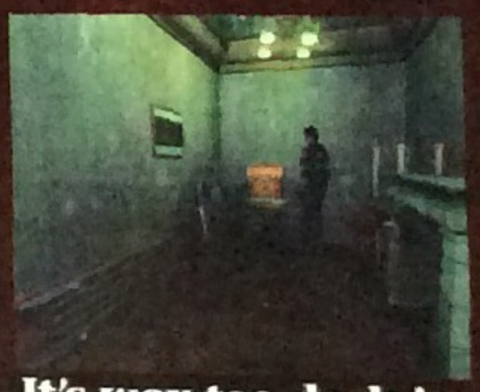
Not only did the Police Chief leave his diary behind, he's also got a hidden stash of Hand Gun Bullets located behind the desk near the chair.



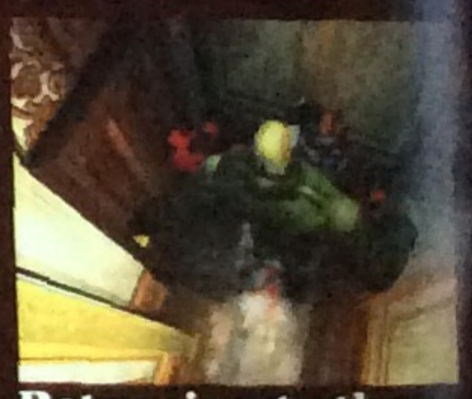
Go through the other door in the Taxidermy Room and you'll end up in a shadowy hallway which leads to an unknown unusual "museum."



You'll find no items in this room. Save your time and look for this curtained door leading to the adjacent room, which has items.



It's way too dark in here to search, so flick the light on, where the enamored box hold the Crank. The Secretary's Diary B is near the switch.



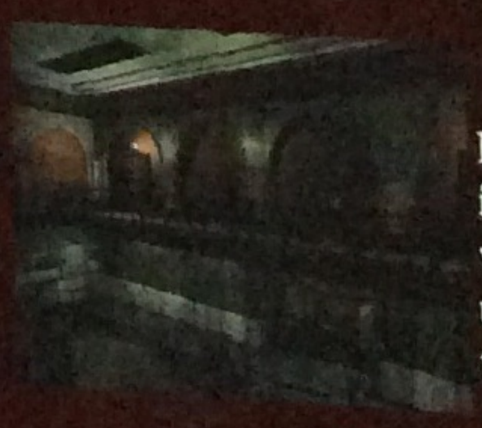
Returning to the hallway, you reunites with Mr. X, albeit unwillingly. The narrow hall provides little running room, forcing Leon to answer the call.



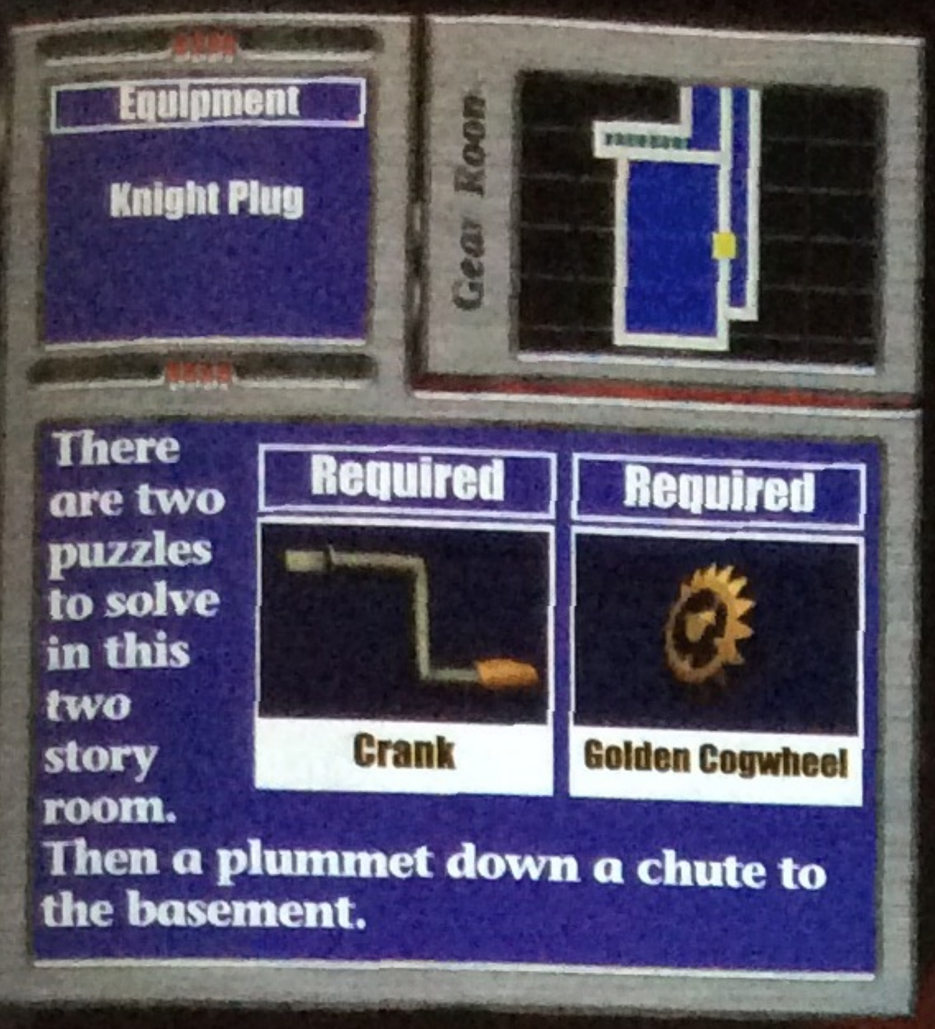
Return to the Storage Room, then run back through the Main Hall, heading to the west side this time. Through that door, you'll find yourself in the Library.



Take the Library's steps up to the top floor and head out this door. You'll find yourself on the third floor of the Police Station. You're next entrance is the door at the end and to the right of the stairway.



Follow the walkway into the Clock Room, where you find out the uses for the Crank and the Golden Cogwheel.





Wind up the hole in the wall here with the Crank to drop the rickety staircase to the upper half of the room.



Follow the elevated walkway all the way around till you reach the point which is missing a gear.



This spot is in sore need of a Cogwheel to keep the gears rolling. Place your Golden Cog for the perfect fit. Flip the switch and voila! Grab the Knight Plug before going down.

RPD Basement

Survival Horror Tactics

As soon as you land from your chute ride, you'll view a gory scene of Ben, the reporter, being mauled by something big and nasty. Being the good cop that you are, rush to the scene and see if you can help him (even though you may not care for him, personally).

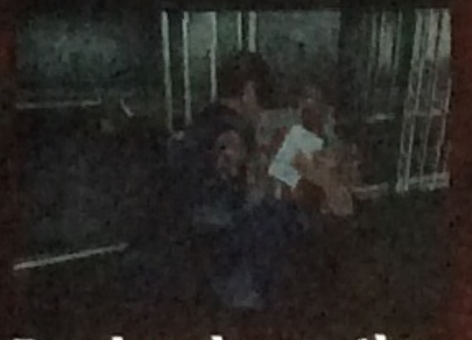




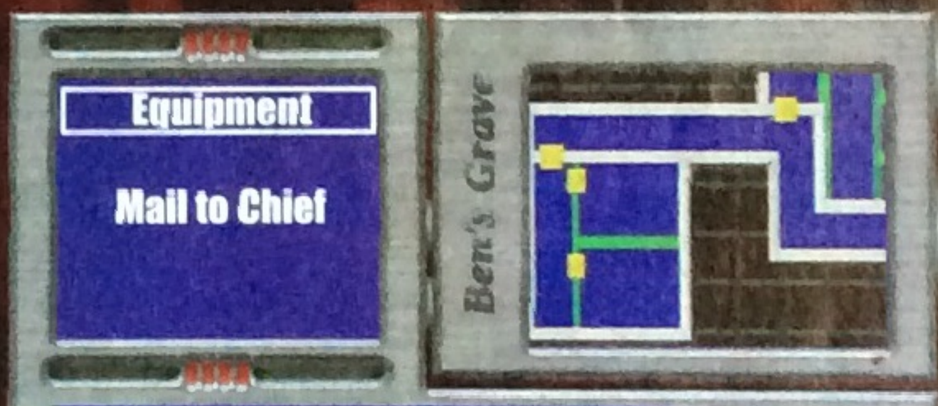
With a single swipe of its powerful claw, the unseen monster tears open a gaping gash down the middle of Ben's chest.



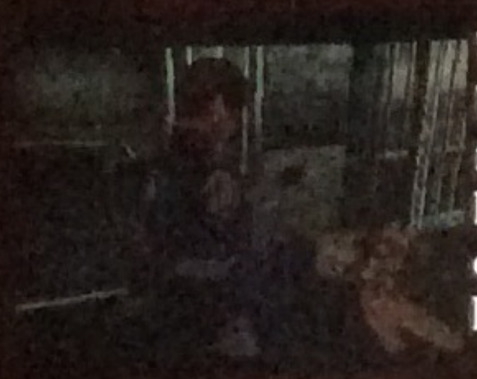
All that blood pouring from a single wound... I don't think you can do much to save Ben from this...



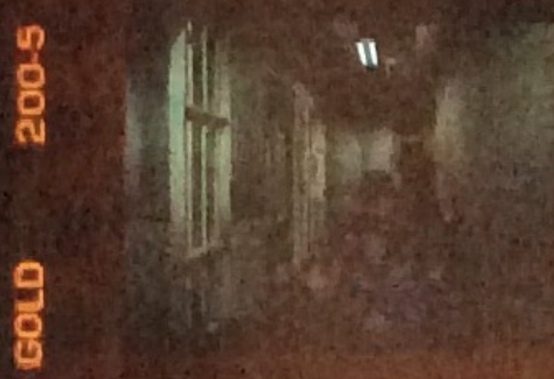
Ben hands you the last achievement of his rapidly fading life; then he passes out for good.



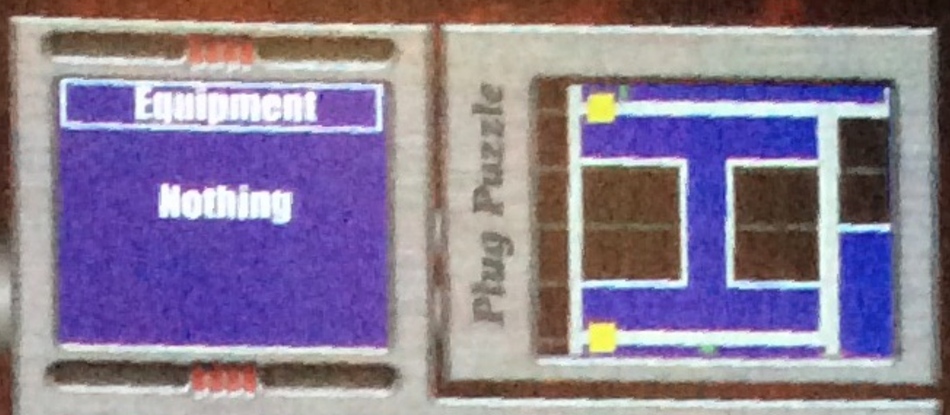
Even though you may not have cared much for Ben as a person, you know that he didn't deserve to be attacked like this. Apparently, the safety of those jail bars wasn't enough to keep that monster out. If only you'd been here a minute earlier... Well, rush to the scene of the crime and check on Ben's condition. Ada will arrive here as well.



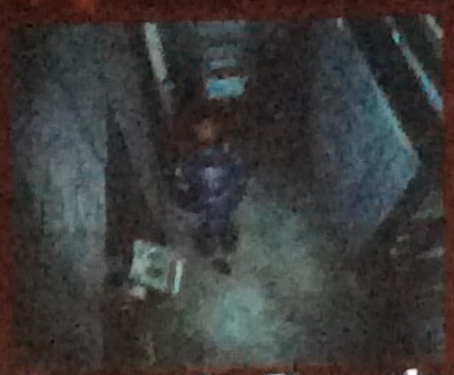
With his last gasps of breath, Ben passes along to you the important information which he lost his life recovering. You couldn't save Ben, but you tell his story to the public.



Ada returns to tell you that she's found a new lead. Doesn't she care at all that a fellow human being has just been brutally murdered? She's more excited about some Chemical Lab.



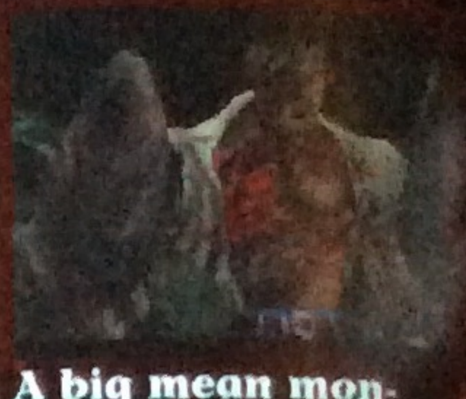
Ben's death hits you hard since the survivor count has just been reduced by one (and the zombie count may increase by one soon after). Ada's suggestion and the plugs you now possess are all you have to go on now, so head to the Sewage Disposal and finish the plug puzzle you half-way started earlier.



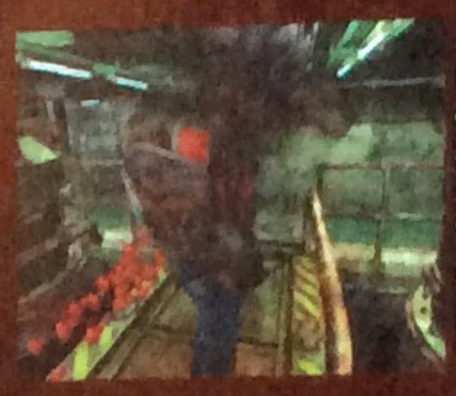
Run to the Kennels and dive into the manhole. Exit the tunnel and enter the storage room.



Get both Plugs and save your game. Exit this room and enter the room near the "Septic Pool."



A big mean monster is waiting to battle you in here. He doesn't look like much of a challenge at first, but that soon changes for the worst.



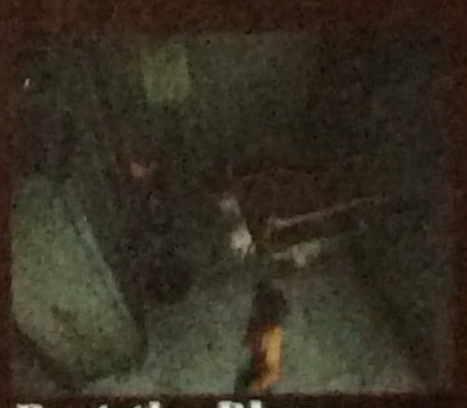
Pop his disgustingly-damaged figure with as much Magnum or Shotgun ammo that you can before that pipe greets your soft cranium.

After you've damaged the pipe-wielding wonder enough, he'll take a head first escape route that would certainly kill any mortal man. Placing the final Plugs and opening the super secure dock, you run into Ada completing one of her shaft tours.

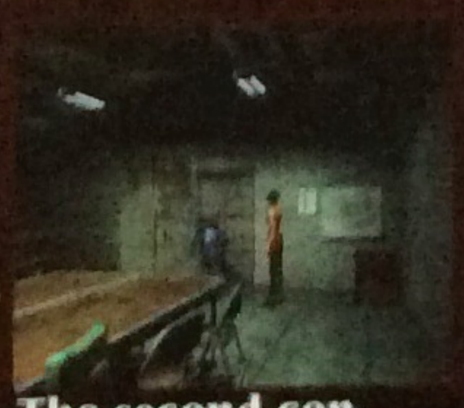
Place the two Plugs into the panel as shown. This will complete the fail-safe check and open the door.

After you take a few steps Ada will drop by. Angry at her recklessness you scold her and get her to agree to follow your lead.

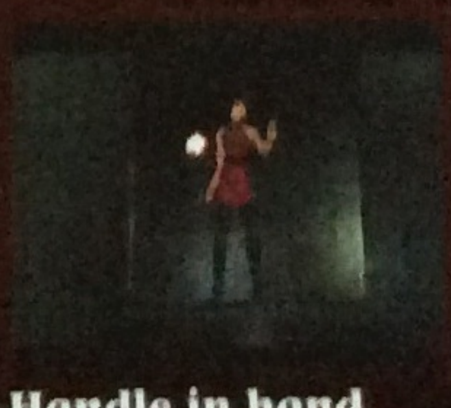
Hop into the dirty drink and head east to a door. Enter it then slush through the filthy fluid until you reach a step with two Blue Herbs.



Past the Blue Herbs is a door to a save room. In here are two suspicious lockers. The first holds a Health Spray.



The second conceals a secret room. Use your lighter to find the ammo inside the warehouse area. Next save and take the Valve Handle.



Handle in hand, ride the lift. You'll come upon your fourth survivor, but unfortunately, she's intent on being the only one.



In the Control Room past the sewage and Blue Herbs, is a motherlode of items for your greedy acquisition and enjoyment. The lockers also hold hidden goodies. After the stealing and saving are done, you head down the lift and see a slender woman in a lab coat. The lady runs at the sight of you, possibly mistaking the two of you for zombies... or maybe not.

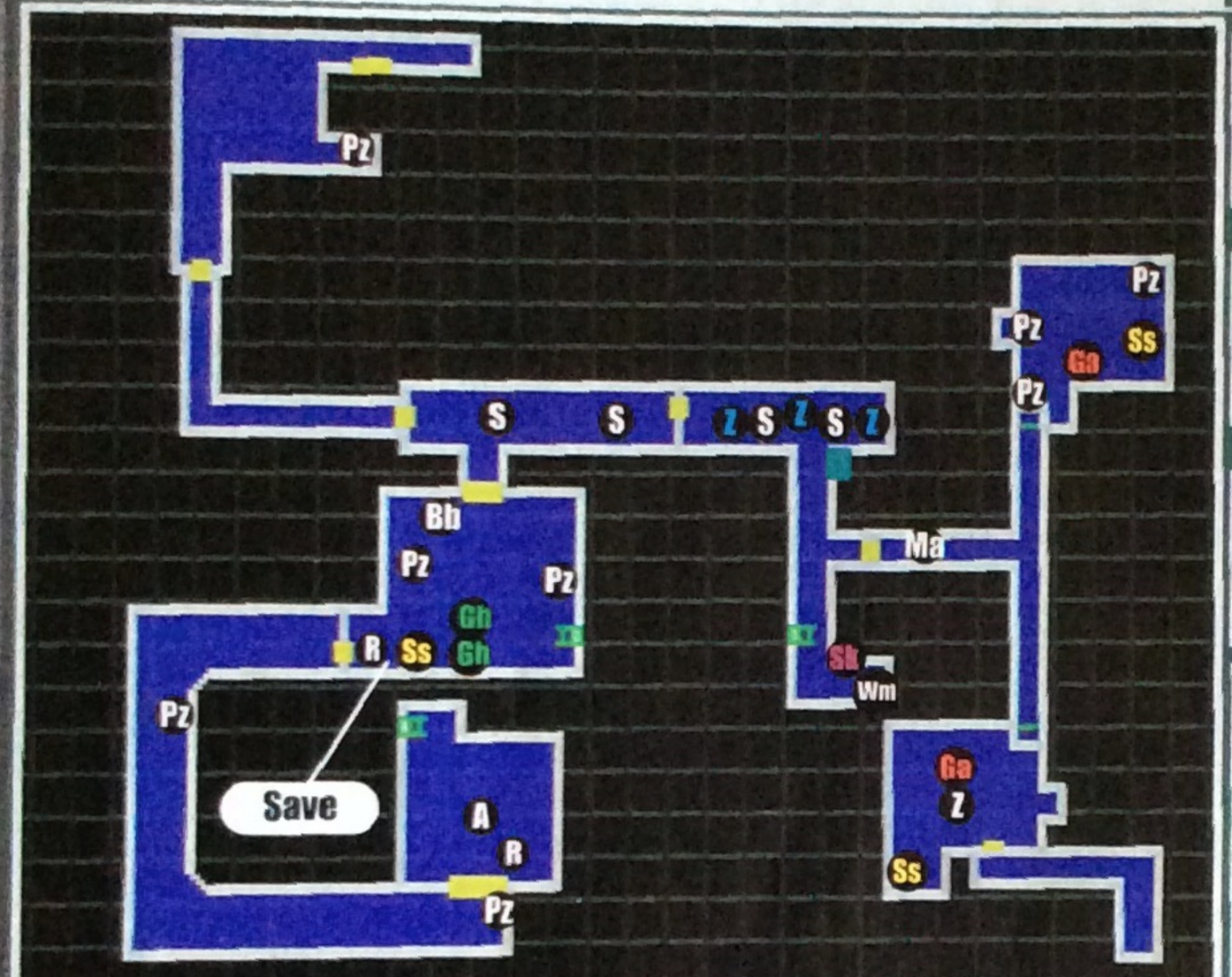
Sewer B1 & B2

Survival Horror Tactics

Another survivor found and a very serious wound, all happen in a blistering blind rush of new disorienting environments, coupled with foreign gun-fire. Ada must keep the quest alive!



Sewer B2



Items Key


Wm x1 — Wolf Medal


Ga x2 — Magnum Ammo


Gh x2 — Green Herb


Ss x3 — Shotgun Shells


R x2 — Ribbon

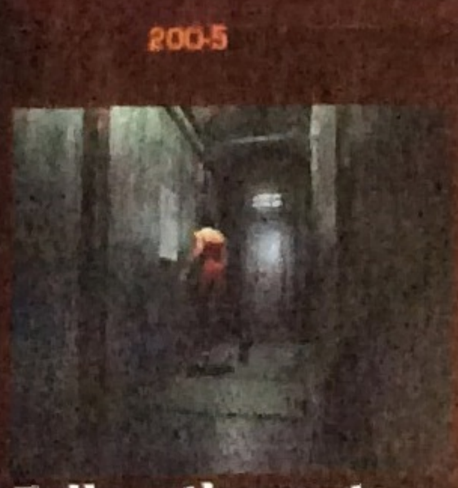

Sk x1 — Small Key

Key

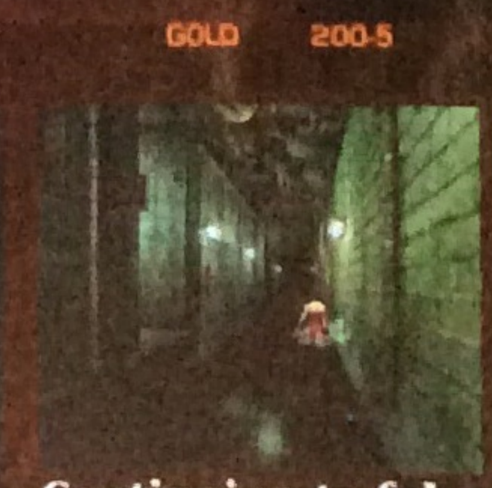
A •Alligator — Ma•Map
Bh •Blue Bush — S •Spider
Z •Zombie — Pz •Puzzle
Z •Surprise Zombie



Leon's down, making a valiant move that required a painful and potentially life-threatening price. Ada is back on her own the way she likes it. Proceed with the red-hot pursuit of the knee-length coat lady, but beware, before you take a deep breath you should check for insects. If not, your mouth may be filled with more than humid air!



Follow the route the mystery lady took. Grab this map on your way out.



Continuing to follow the sharp-shooting femme, take this ladder up to a fan-flanked tunnel.



All is quiet as you enter, but a few steps further and the scum-living residents of this round, rusty passageway will fly out to feed... on your flesh!

Equipment

Nothing

Pool Bridge

You have finally caught up to the woman, or maybe the woman has caught the much exhausted version of you. After a speech that gives a great amount of background information about the G-virus, and that thing that Leon fought, you take a moment's lack of attention to the prim and delicate chin of this loony.



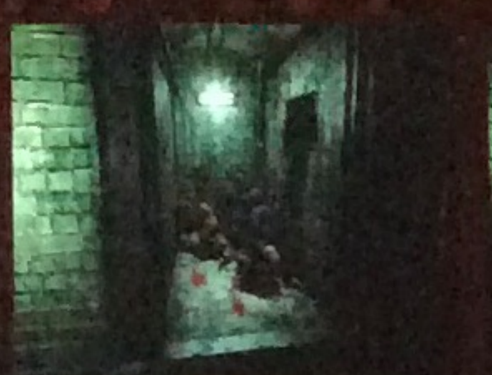
Sharpshooting, especially for some stuffy scientist (actually she probably practiced by popping putrescent people), she disarms you before you even see her.



Annette begin a long gruesome spiel detailing the history of the G-virus, her, and William. She then sees the locket that Sherry dropped...



...and raises to an even higher level of abnormal agitation. You can't stand there petrified any longer, so you attack... and win!



After hopping into the sewer water that is outside of the hall where you were shot, go south and get the Wolf Medal and Small Key.



You can't go up the same ladder that Ada used so go north and then west through the gate and then to the south through a double door.



Use the Valve Handle to lower (and raise it after you cross!!) the bridge. Save your game and collect the ammo before going south.

Equipment

Small Key
Wolf Medal
Green HerbX2
RibbonX2
Shotgun Shells
Eagle Medal
S. Manager's Diary

Sewer Area



Required

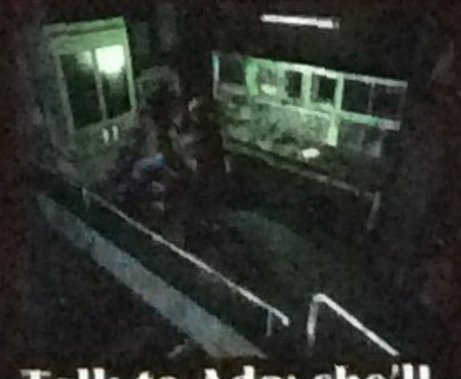


Valve Handle

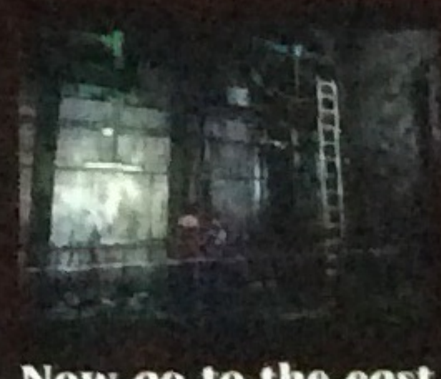
After smacking Annette, take the ladder across the bridge. You'll halt and you're control will shift back to Leon... Shrugging of your body's attempts to shut down forever, you slowly stand up and head after Ada, who may or may not be in danger and need you help



At the Southernmost hall is a "Dumping Area" door. Enter his door and you'll be reunited with ravishing Ms. Wong. Grab the Ribbon in the place shown above.



Talk to Ada; she'll "patch you up" then lead you back up the ladder. Cross the bridge, then go west to the area shown in the above picture. Get the Eagle Medal and Diary.



Now go to the east and use the Valve Handle to stop the Fan from turning so that you may cross through the tunnel safely.



Again pass the building-sized beast that go "Boom!" in the night. Go to the panel next to the artificial waterfall.



Place the Medals in their appropriate slots. They will slowly slip into the wet, tight fitting spaces. This will cause the water flow to subside, so that you may reach a deeper area in the Sewer.

Vacant Factory B1

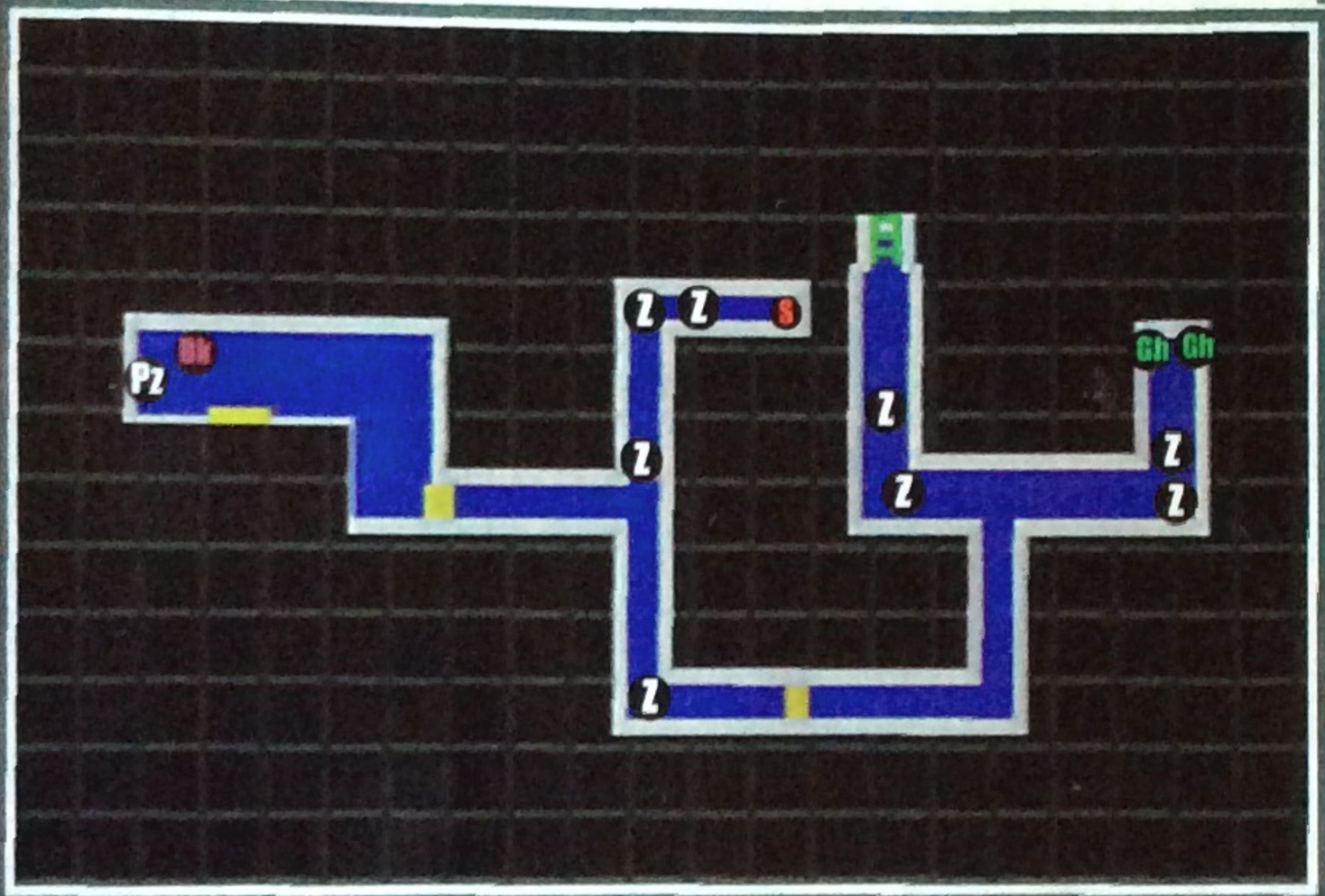
Survival Horror Tactics

Leon



An underground Tram connecting the Sewer location with an unknown, and supposedly unoccupied, factory is discovered by the two of you. A leisurely ride becomes a traversing trap where you and Ada are helpless against an unseen attacker from the outside.

Vacant Factory B1



Items Key



Bk x1 — Weapon Box Key



Gh x2 — Green Herb



S x1 — Spark Shot

Key

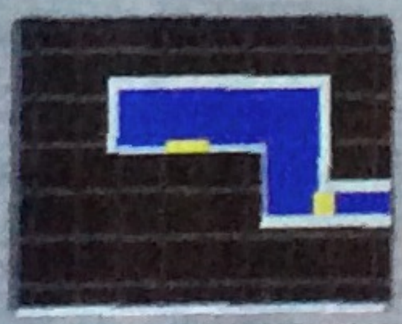
Z •Zombie

Pz •Puzzle

Equipment

Weapon Box Key

Tram Trap



The Tram seems like a quiet, safe and almost romantic way to get to know the capable and curvaceous Ms. Wong. But before you can completely clear the lump from you throat, a metal-melting claw separates the two of you and destroys any moves (other than evasive ones!).

200-5



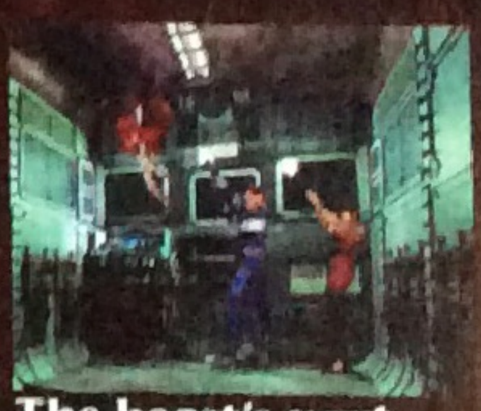
To the south east of the safety cone corner is a panel that will call the Sky Tram back to this station. Board and be on your way.

GOLD 200-5



MId-way through your peaceful interlude an interruption, in the shape of foot long claws, will occur.

200-5



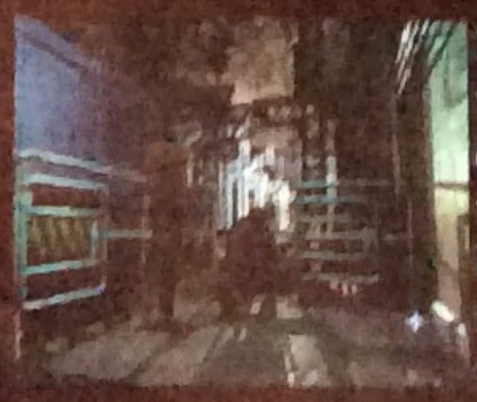
The beast's next attack is preceded by a slight loosing of dust from the ceiling. Stay away from these spots!

GOLD 200-5



Whether you shot at it or not, Ada will eventually wound it with a perfectly placed projectile. The attack will then be over... until later.

GOLD 200-5

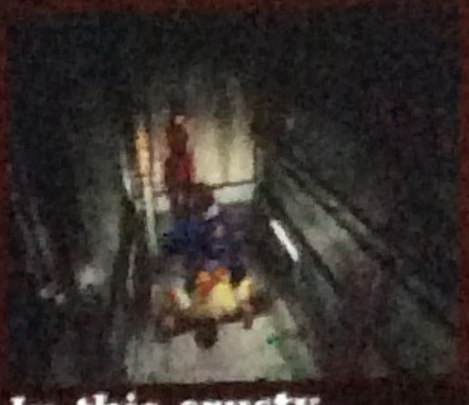


Exit the Transport and walk to the west. There a flare gun to ignite with your lighter. The brilliant burst will illuminate the location of a very important key.





Take hall that leads north at the first intersection. KIll the zombies (with the help of the self-surviving female at your side) in your path.



In this crusty, dusty-floored crevice is the arguably most important item in the game. Combine the Parts to your Shotgun.



Look at this picture for a demonstration of the flesh-rending power you now possess. Progress through the factory basement until you reach ladder to climb.



Climb the ladder and you'll be in a save room. Get the ammo and the spray; deposit the Valve Handle and Weapon Box Key in the chest then exit through the door.

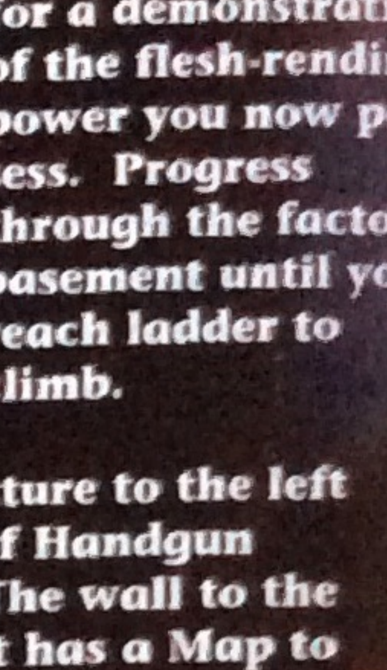


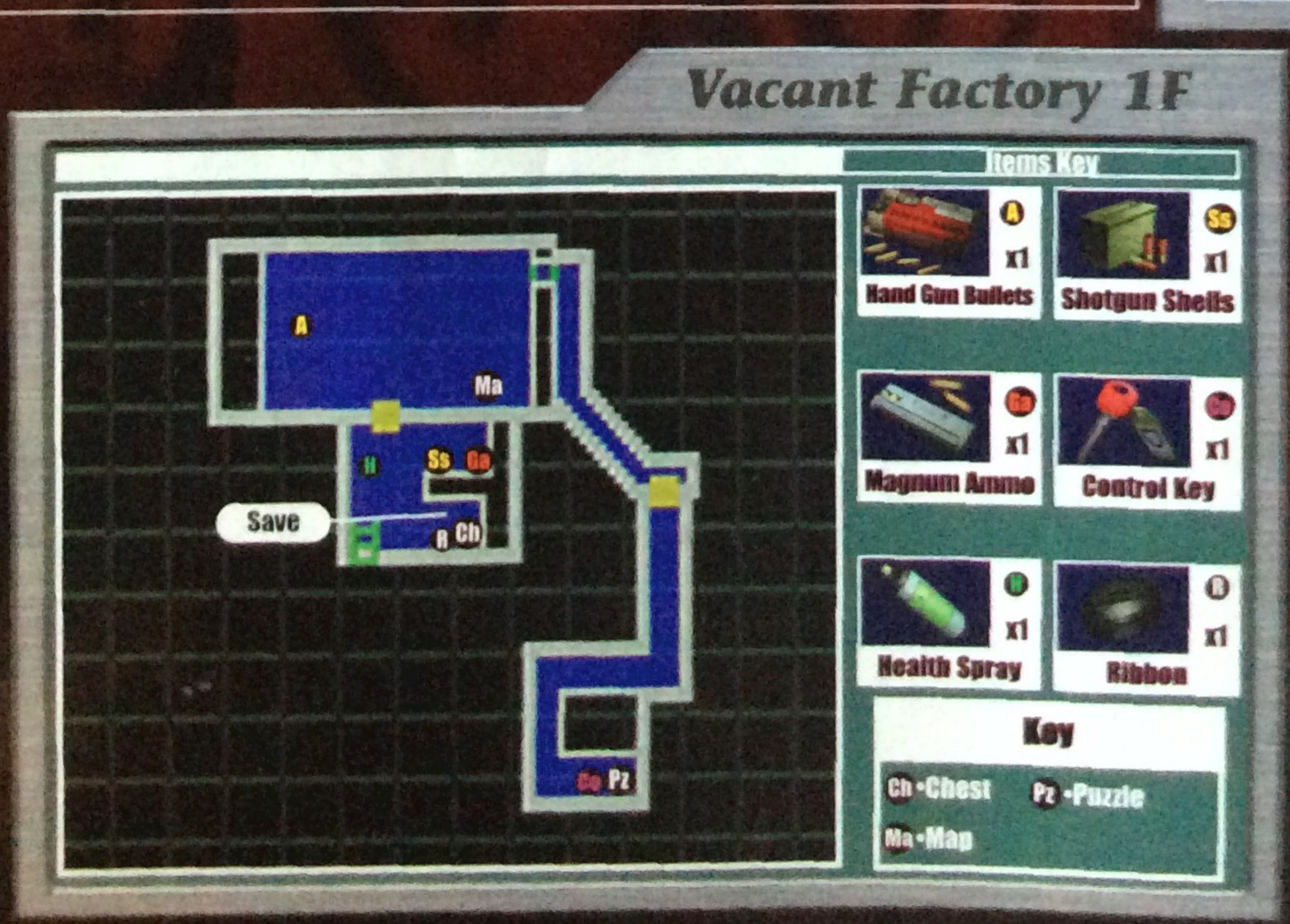
In the picture to the left is a box of Handgun Bullets. The wall to the south-east has a Map to grab on you way to the lift directly east of you.

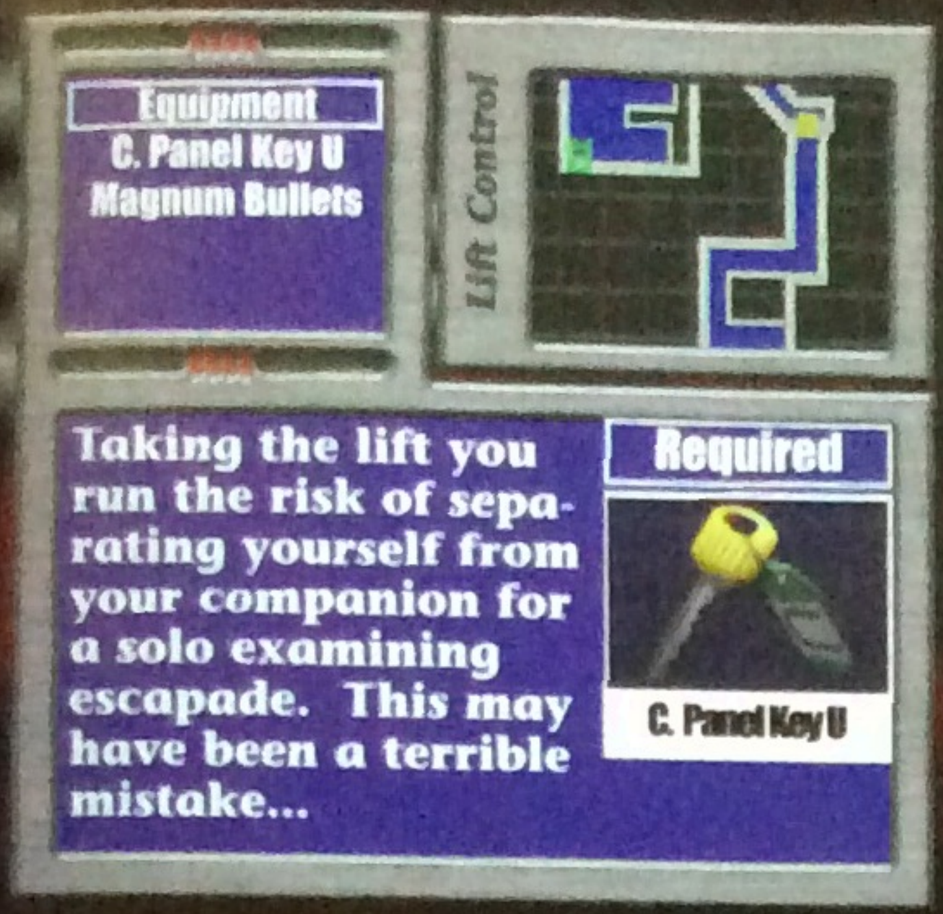
Vacant Factory 1F

Survival Horror Tactics

Whilst Ada racks her rapidly withering brain for a way to work the console in the save room you venture outside, and down a lift, in search of tangible answers to the question of what you should do next.





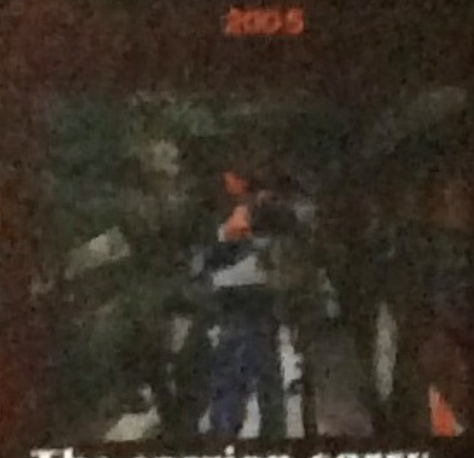




The small elevator to the east of the Hand Gun Bullets and Map is next. Follow the catwalk until the door, then enter.



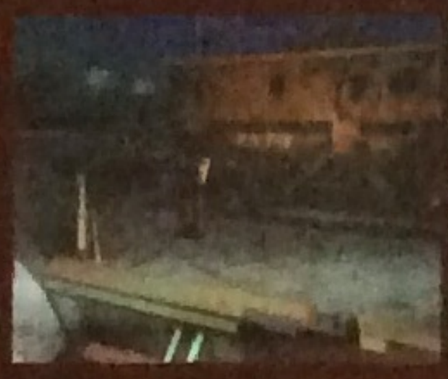
Walk till you can go no further. A needed key is here plus a monitor you can use. The program on the TV may not be to your liking though.



The carrion carrying terminator from the Police Station has tracked you down! There's now way to escape the gladiatorial gorefest that follows!!



Rocket Custom Shotgun blasts into its ultra hard physique. Soon it will succumb for the moment, giving you a chance to play hide and assassinate all over again...



The executioner took your thoughts away from Ada, but now you worry "What if it got to Ada first?!" Running back to the room you see all is fine, and use the key to call the lift.



Out of the rusted metal wall comes a familiar four-fingered weapon! Getting back at able Ada for wounding its ugly paw.



Ada's down, much like you were earlier; it's time to settle this cat and monster game once and for all!



Before you take on the beast, take a trip to the toilet. There is a Magnum clip submerged within it's corrosion-filled waters.



Another peaceful ride, another cowardly attack from the outside of the vehicle you're within. This time Ada's beautiful face is disfigured by a similarly disfigured hand! Your manly instincts come to the forefront as you exit the lift to face whatever horrendous chemically-enhanced concoction wants a piece of your hide.



This is the beast that has been after you and Ada! Big and scary usually equals slow and stupid...



That holds true for these regrettable fiend, but it still can rip you to shreds if you're not careful.



Keep your distance and pound buckshot into it. Only make maneuvers around it when you are in the larger parts of the lift.



After the far-from-beautiful beast runs away, return to the ailing Ada and give her encouragement.



The lift motors overheat mid-trip. Exit the lift and go into the shaft shown above.

Laboratory B1

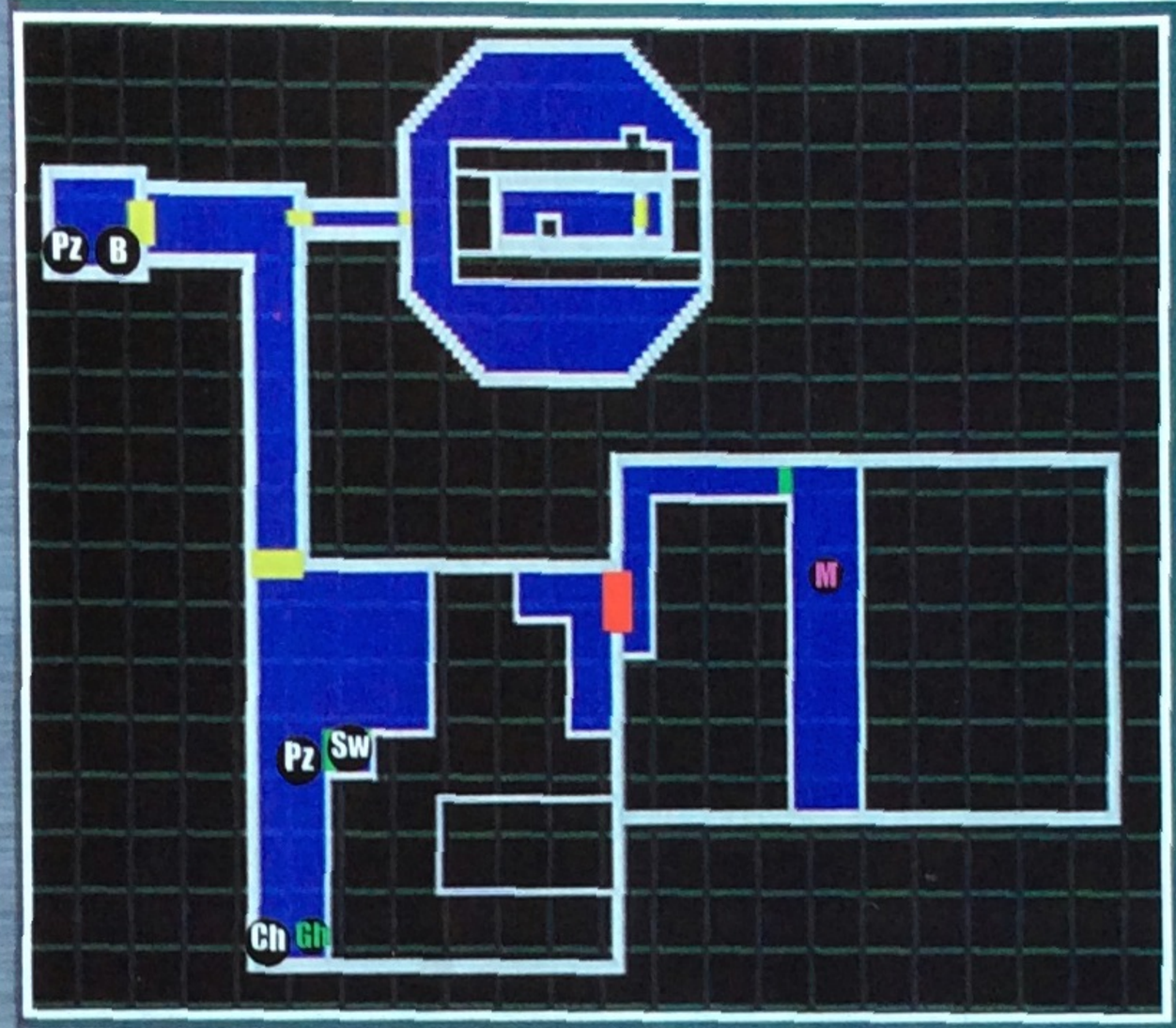
Survival Horror Tactics

Before you enter the Lab B1 Cargo Area, the tram will start up again. Whatever the malfunction was, it was corrected, and now the elevator carrying Ada has descended into the nether regions of the Laboratory without you. Noooo!

Leon



Laboratory B-1



Items Key



M x1 Master Key



Gh x1 Green Herb

Key

- B •Button
- Ch •Chest
- Pz •Puzzle
- Sw •Switch
- •Power Room Key Door

Equipment

Green Herb

Pump Room



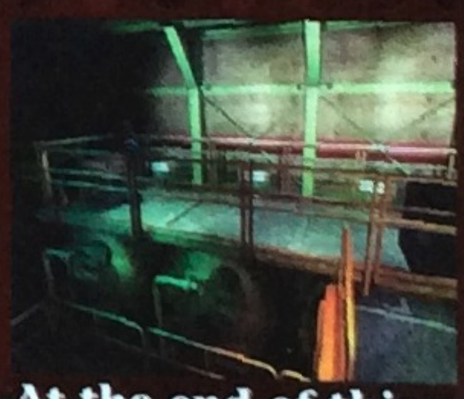
Just when things were looking up in your social life, a fickle over-heat separates you from the attractive Ada, and now you're stranded on the first floor of Umbrella's Lab alone. Guess you'll have to explore your surroundings in hopes of finding a way down to the lower levels of the Lab.

200-5



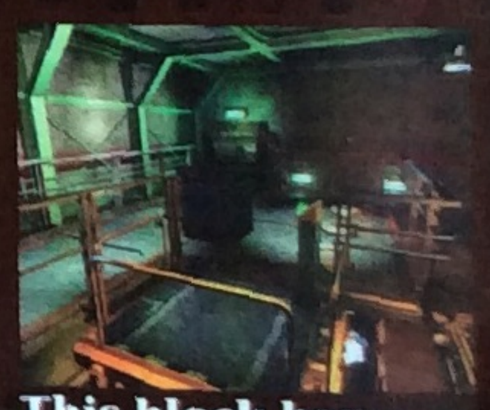
Beyond this door lies the cargo hold of the lab. There's not much in it right now; the workers have probably moved the new inventory already.

GOLD 200-5



At the end of this walkway are a Chest and Green Herb. You will want to open as many slots in your inventory as you can for the next part. Be sure to keep the Shotgun!

200-5



This black box stands out as the only object on this level. Push it out into the open then in front of the lift.

GOLD 200-5



Push it all the way into this lift, while still allowing you room to get to the left of it and operate the switch which will take you down to Lab B2 with the box in tow.

GOLD 200-5



Keep working those trained muscles as soon as you get off the lift. Push it out and to the right. You'll eventually want to push it north up the straight metal path pictured here.

Laboratory B2

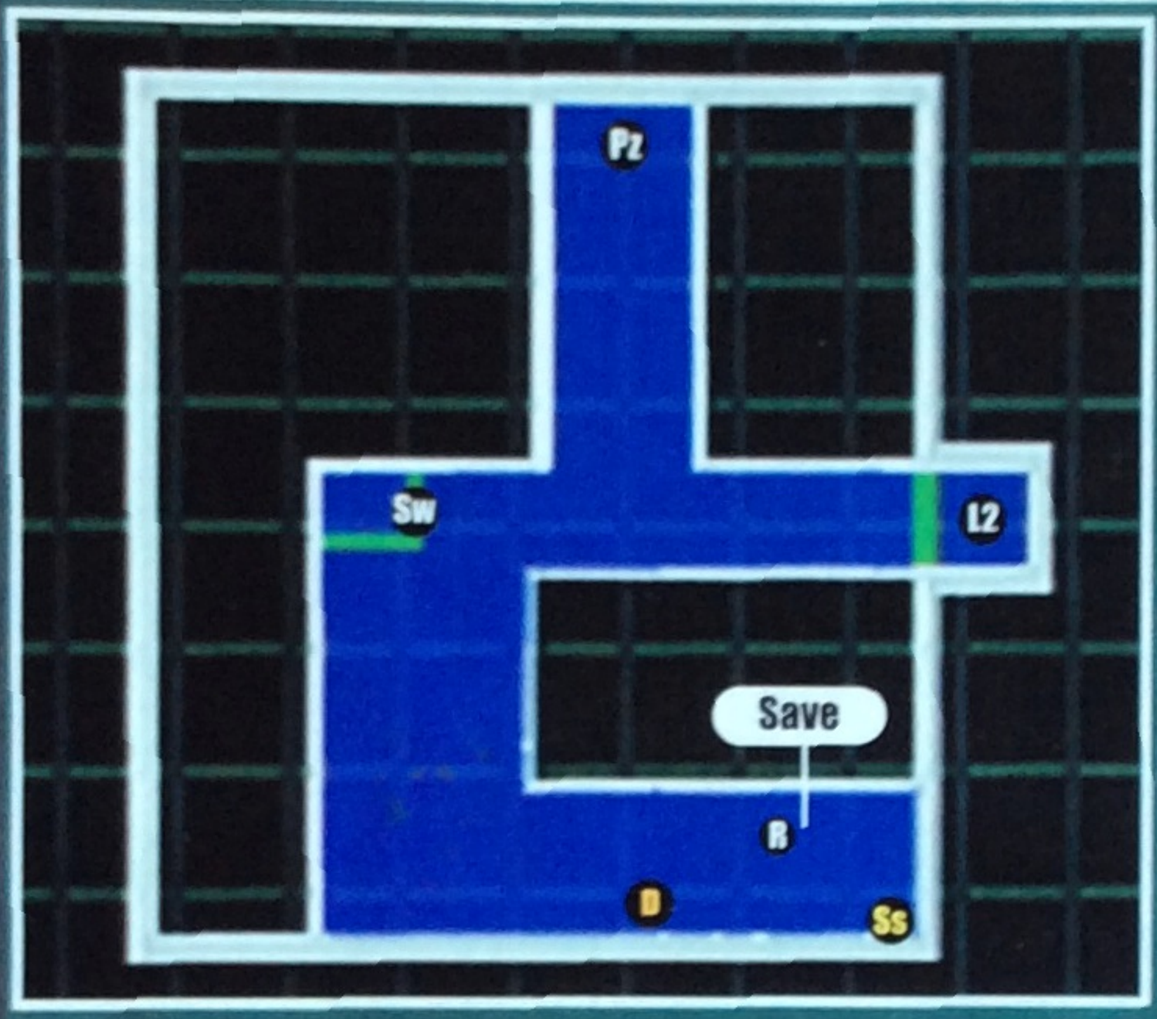
Survival Horror Tactics

Leon



The only way for you to go from the Lab's first floor was down the lift (hope you brought the box). Like the previous floor, the Lab's second floor is small. You should pass through it quickly enough. Still no sign of Ada or Claire, but at least you're headed in the right direction.

Laboratory B-2



Items Key



Ss x1 Shotgun Shells



R x1 Ribbon



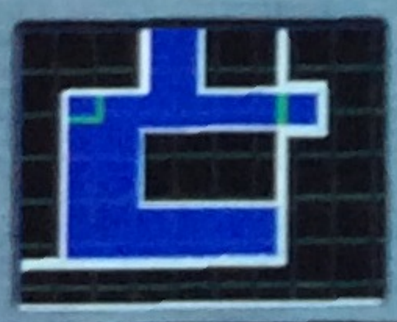
D x1 P-Epsilon Report

Key

Sw •Switch
L2 •Lift 2
Pz •Puzzle

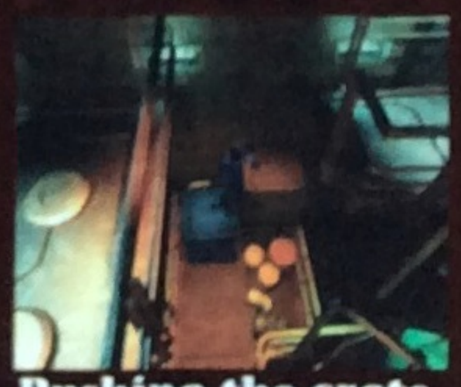
Equipment
P-Epsilon Report
Shotgun Shells
Ribbon

Pump Room 2F



You'll want to push the crate into position down this walkway to the right of the lift. If you mess it up, just take the lift back up and try again. Once in place, you won't have to worry about the crate any more. It will permanently reside next to the neighboring crate on this level.

200-5



Pushing the crate down the length of this walkway makes it the perfect height to climb atop that next box onto the Lab B1 platform. Too bad there's a locked door there.

GOLD 200-5



To the south you'll find a dead Umbrella Worker. Search his corpse and you'll find the P-Epsilon Report. This tidbit of info will be useful later.

200-5



At the end of the walkway, there's Shotgun Shells on the opposite side of the rusty typewriter. Grab them from there web-laden home.

GOLD 200-5



There happens to be an Ink Ribbon next to the typewriter. The Umbrella Lab is basically the last puzzle-filled level you'll have to explore. A save at the beginning of it wouldn't be a bad idea.

GOLD 200-5



This lift at the east side of the level is the only route left once you've picked up everything. Hope you've got your Shotgun cocked and loaded.

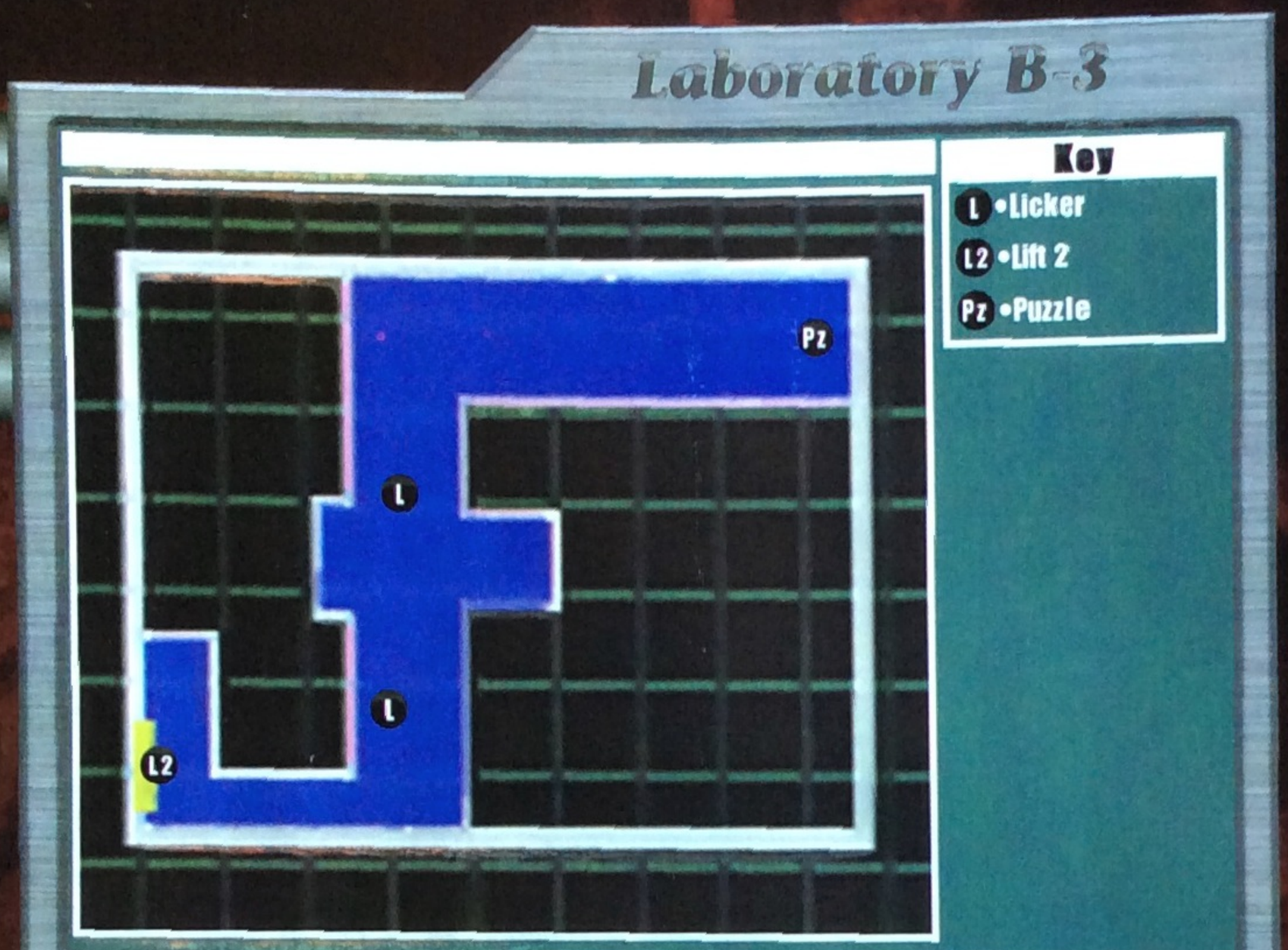
Laboratory B-3

Survival Horror Tactics

Leon

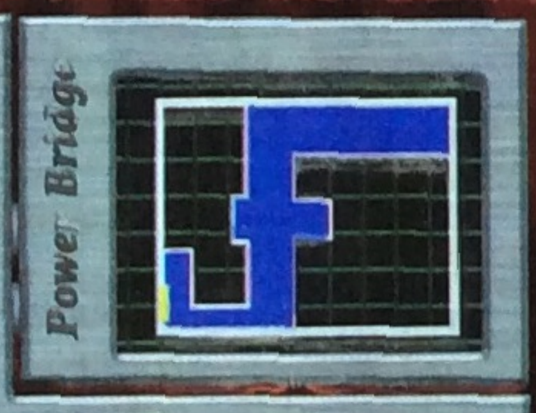


As soon as the lift releases you onto the floor of the Lab's third floor, you'll hear familiar heavy breathing... of the non-human kind. That hoarse rasping can only signal one race of lecherous leapers: Lickers.



Equipment

Nothing



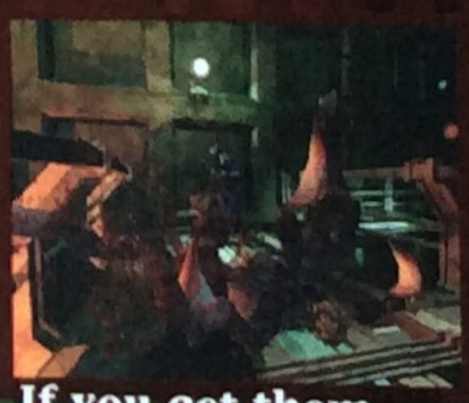
"How far down is Ada?" you wonder, "If the lower levels of the Lab are as dangerous as this, she could be in serious jeopardy!" With that in mind you happen upon two Lickers, (Umbrella's using sophisticated watch dogs) in what seems to be a rather uneventful location.

200-5



That potent Shotgun you're carrying is capable of not only spraying two Lickers at a time, but the camera as well!

GOLD 200-5



If you get them huddled close to each other, a few Shotgun Blasts will take out both of these reptilian rejects.

200-5



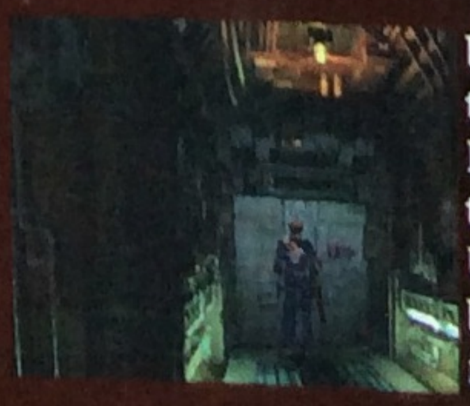
If you face them one at a time, wait till you're right next to them for ol' "Best-y" to be at its most potent. Try to retain as much vitality as is viable.

200-5 GOLD



At the opposite end of the floor from where you came, there's a bright switch which will turn on the power to the elevator. Now, you'll just have to retrace your steps...

200-5 GOLD



Back to Lab B1 and take the elevator there down. It'll take you as far as the fourth floor of the Umbrella Lab. Slowly but surely, you're exploring the entire complex.

Laboratory B4

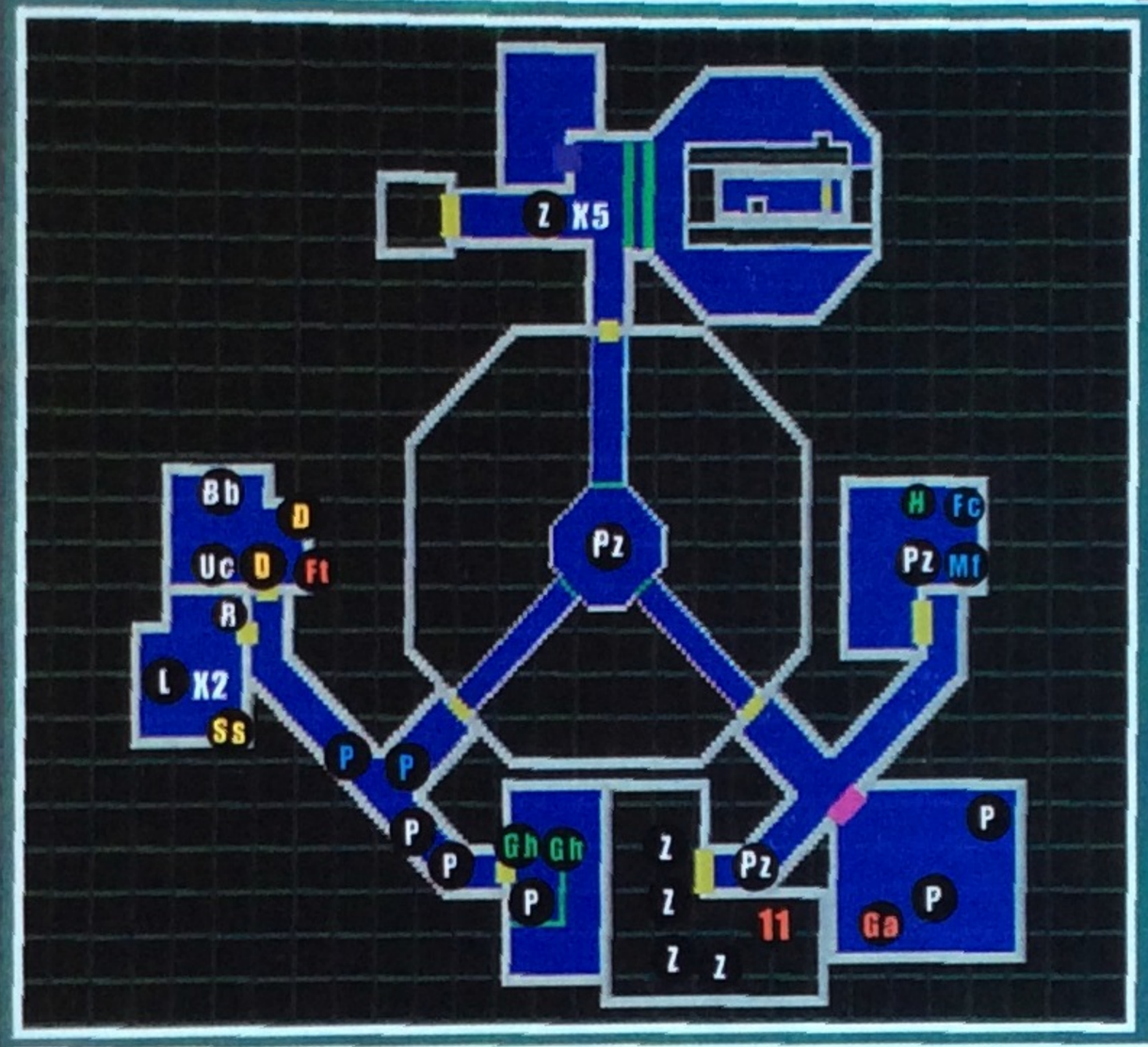
Survival Horror Tactics

Leon



The Fourth Floor of the Umbrella Lab is much larger than its predecessors. This must be the place which Ada was hinting at going. You'll find the lift which formerly held Ada on this floor, but there's no sign of her. Guess you'll have to keep looking...

Laboratory B-4



Key

- Z •Zombie
- L •Licker
- •Master Key Door
- P •Ivy
- Pz •Puzzle
- •Lab Card Key Door
- P •Surprise Ivy
- Bb •Blue Bush

Items Key



11 x1 — Mac-11 Submachine Gun



H x1 — Health Spray



Mf x1 — Main Fuse



Fc x1 — Fuse Case



Ft x1 — Flamethrower



Uc x1 — Red Umbrella card



R x1 — Ribbon



Ss x1 — Shotgun Shells



Gh x2 — Green Herb



Ga x1 — Magnum Ammo

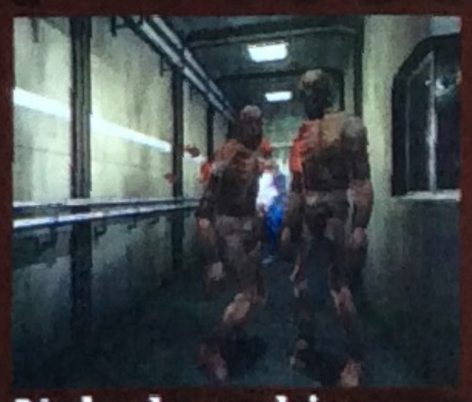


D x1 — User Registration



D x1 — Lab Security Manual

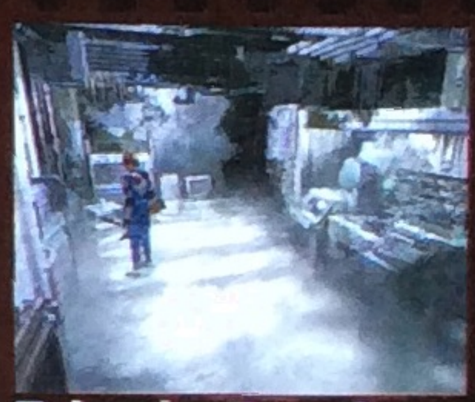
200-S GOLD 200-S 200-S



Naked zombies await you at the entrance to the Lab's fourth floor. Test your artistic talents as you carve them up into cerebus bits.

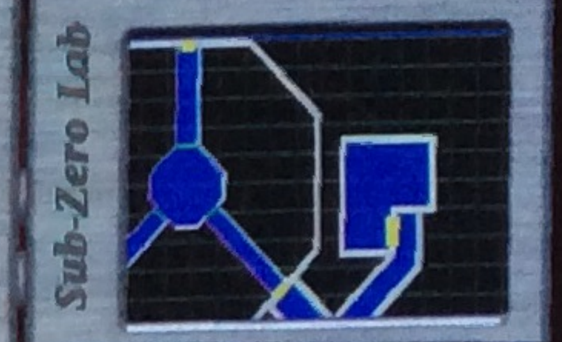


Head south through the door at the end of the hall, across the bridge, and down the blue light bridge to the eats Area. Pass the door, make a left and you'll end up in the chilly freezer.



Take the Fuse Case and use it (to get the Main Fuse) in the computer to the right in the picture. Return to the Center of the intersecting bridges, and use it in the mechanism.

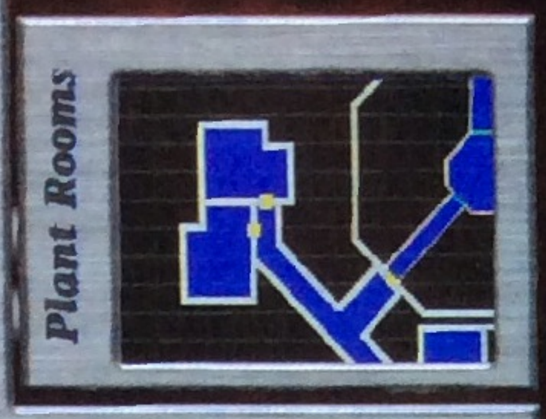
Equipment
Health Spray
Fuse Case
Main Fuse



You discover that most of the doors on this floor are inoperational because the power has been shut off. The center of the three spokes area houses the Generator which will power up the floor. You need to make a trip to the freezer to find a replacement superconducting Main Fuse to power the generator.

Equipment

Lab Card Key
Flamethrower
User Registration
Shotgun ShellsX2
Ribbon
Lab Security Man.



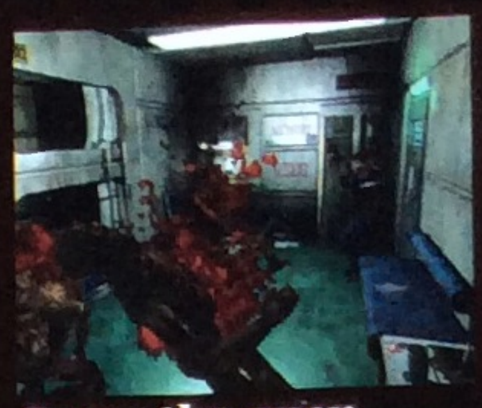
Exit the refrigerated laboratory and return to the central bridge. Take the Red light bridge this time and enter the door to the West Area. Head north-west at the corner, and enter the northernmost door with both barrels blazin'!

200-5



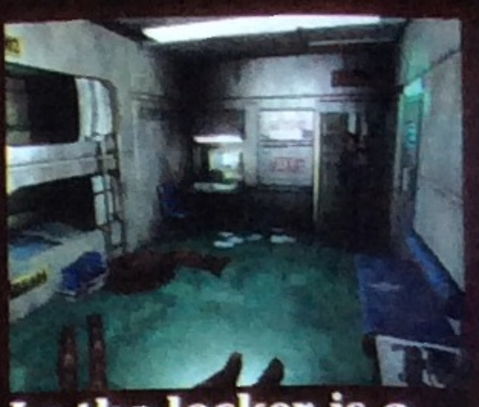
This is the door to the West Area. Enter here and make a right (Leon's right) at the corner you reach.

GOLD 200-5



Enter the open door at the end of the hall, and you'll be greeted with hugs and bites by a dangerously close set of zombies.

200-5



In the locker is a Flamethrower, to the left of it is a document and a switch that you can push if you wish to risk the possible consequences.

GOLD 200-5



Gather the rest of the items here then hop into the shaft in the south-west corner of the room. A couple of Lickers await the taste of fiery justice. Grab the items here then exit through the door.

Laboratory B-5

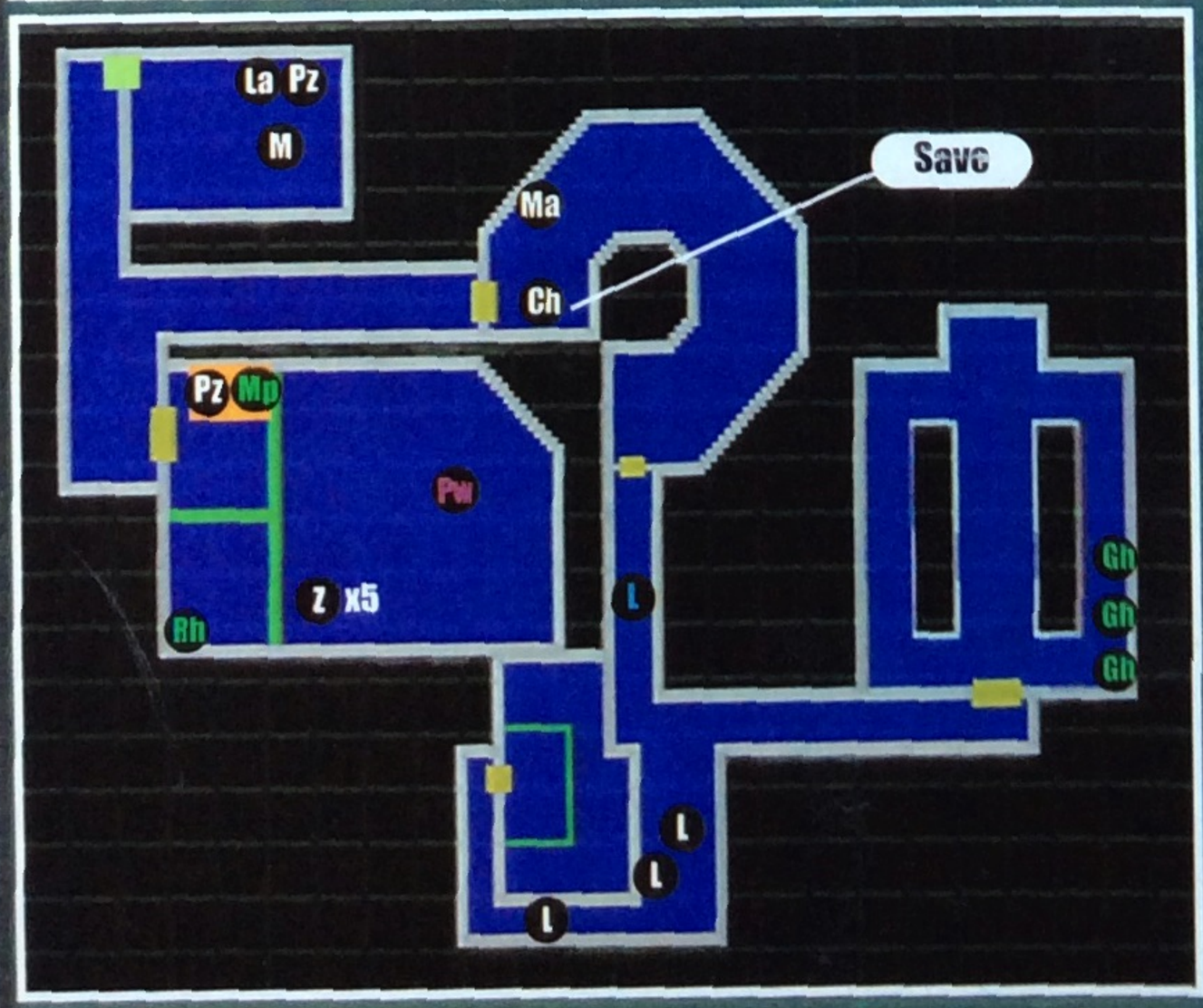
Survival Horror Tactics

The short little introduction to the vicious vibrant plant-life has left you a bit winded from the adrenaline rush of a new enemy; while the league-length ladder has left you gasping for breath in a much more down to earth realistic sense.

Leon



Laboratory B-5



Items Key



Rh x1
Red Herb



Gh x3
Green Herb



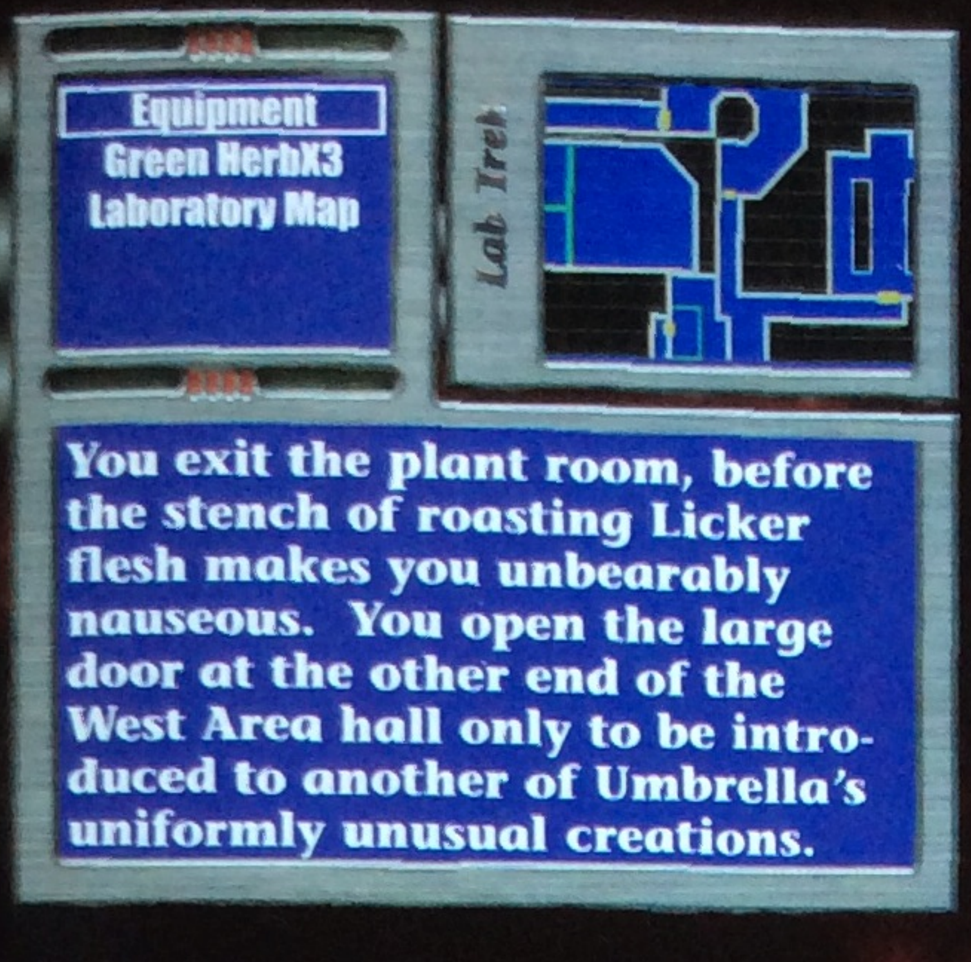
Pw x1
Power Room Key



Mp x1
Magnum Parts

Key

- Z •Zombie
- L •Licker
- M •Moth
- La •Larvae
- Ma •Map
- L •Surprise Licker
- Pz •Puzzle
- Ch •Chest
- •Lab Card Key Door
- •Weapon Box Key Needed



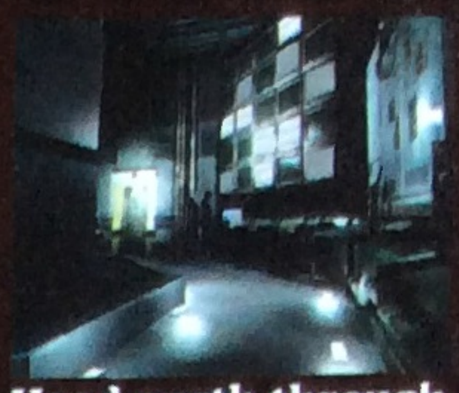
You exit the plant room, before the stench of roasting Licker flesh makes you unbearably nauseous. You open the large door at the other end of the West Area hall only to be introduced to another of Umbrella's uniformly unusual creations.



Open the large door at the end of the hall by accessing the panel nearby. Two Ivys are blocking your way. Pass them and another Ivy blocks a ladder to the Lab B5.



Dodge the Mendelian injustice and descend the ladder. Enter the hall and blast your way past the ceiling-ambushing (and roaming) Lickers.



Head north through the door at the end of the azure-hued hallway. Dash around the polygonal room until a blue screened computer is seen. Take the map and save nearby.



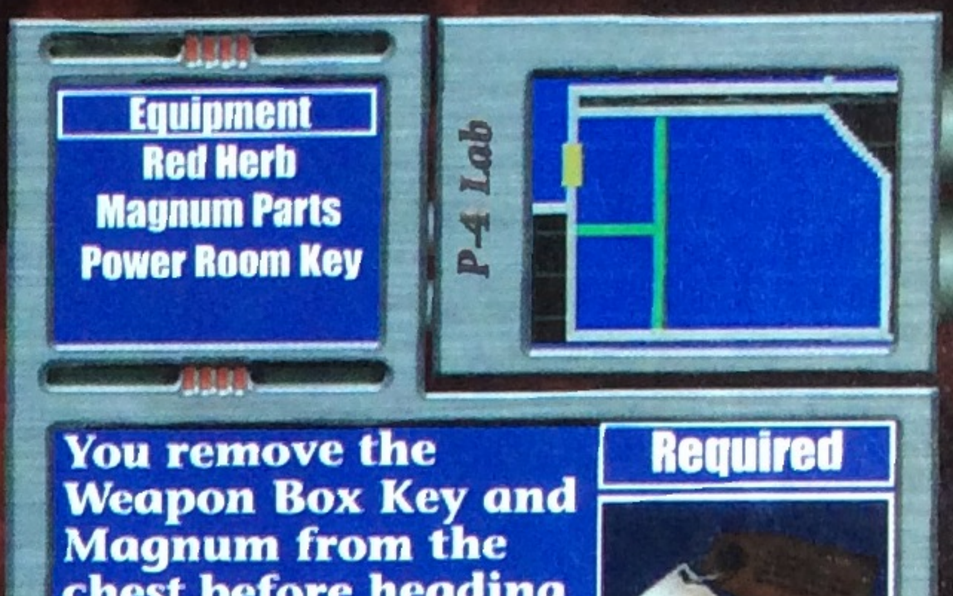
Just inside the P-4 Lab is a locker with a blue light. Use the Weapon Box Key to open it and receive extra Magnum Parts.



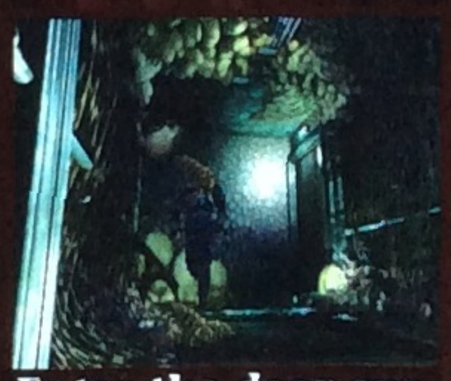
Combine the parts with your Magnum and take a time out for some terror target practice in the room nearby.



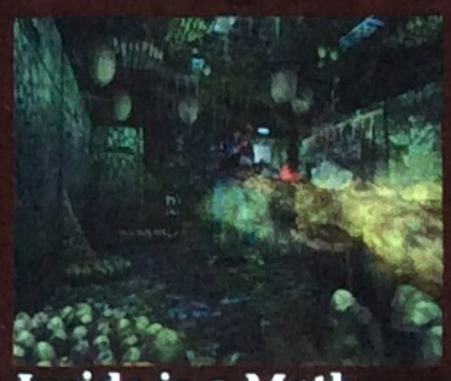
On the rearmost table in this demented viral design lab is the Power Room. This needed for the room on Laboratory B1 (past the crate you pushed).



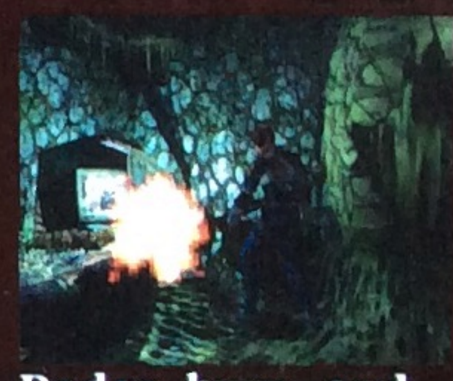




Enter the door surrounded by the extremely weird walls. It's straight north of the P-4 Laboratory door.



Inside is a Moth-rage-ous discovery. A moth that could fly around any light undisturbed is protecting the computer you need to access.



Dodge, burn, and bludgeon (with skill) the over-blown pest. Then, clear the desk of its many-legged babies. Access the computer and input "GUEST" as your name.



Now make your way back to the ladder so you can return to the Laboratory B4. In the same area where you were first ambushed you'll be victim of another.



Climb the ladder and make your way back to the East Area (take the blue light bridge). Careful though! At the top are a couple wretched weeds with a warm spot for Leon flesh!

Laboratory B4

Survival Horror Tactics

Leon



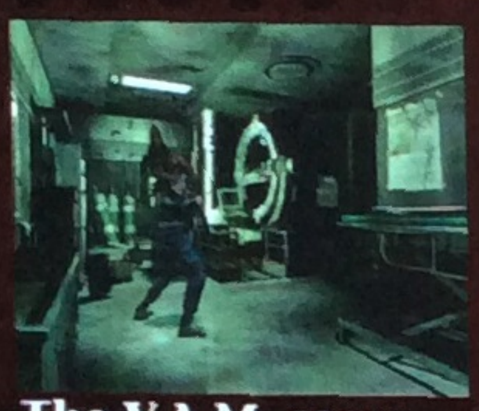
Once you've made it back through the center of the fourth floor, take the neon-blue lighted fork, leading you to the East Area. It's time to flesh out the remainder of the map so you can get ever closer to Ada and the normal, relatively safe, world outside.

200-5



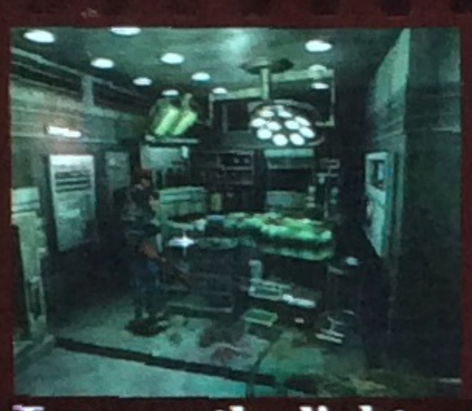
This door in the East Area of the Labs requires the Lab Card Key to gain entrance. Your next stop afterwards will be the room directly to your right.

GOLD 200-5



The V.A.M. room has an Ivy problem which you can quickly take care of. Don't be fooled by the Ivy hidden in the shadows to the right.

200-5



Turn on the lights from the switch straight ahead when you walk in to illuminate the darkened area. Magnum Bullets are on this cart in the corner.

Equipment

Magnum Bullets
Submachine Gun
(or M. G. Bullets)

V.A.M. Room



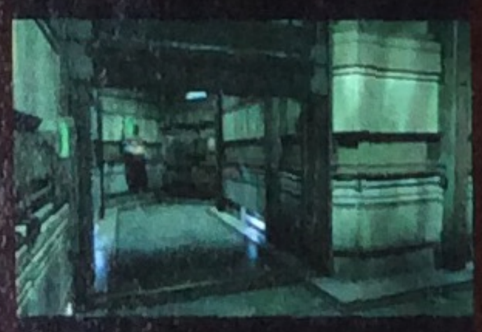
Inside the V.A.M. room, you won't find much. But once you leave it, the room next door can be accessed (assuming you did the "GUEST" code entering and fingerprinting here in your previous Claire game). This room can only be reached in the Reverse games.

Required



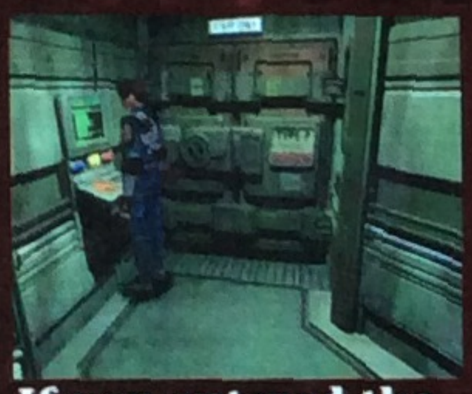
Lab Card Key

200-5



Once you leave the V.A.M. room, flick the switch to access the control panel next door.

GOLD 200-5



If you entered the "GUEST" code in the moth room and did this in your previous game, a fingerprint here will open the double doors pictured.

200-5



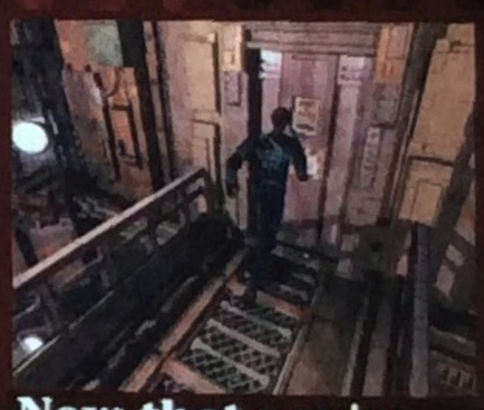
Inside you'll find more naked zombies and failed experiments. This place is a slaughterhouse. The smell the charred flesh revolts your every sense.

200-5



A bloody corpse in the corner of the room holds either a Submachine Gun (if you didn't pick one up earlier) or Ammunition for your current Submachine Gun.

GOLD 200-5



Now that you're basically done with Lab B4, go back through the center and head north to the elevator.

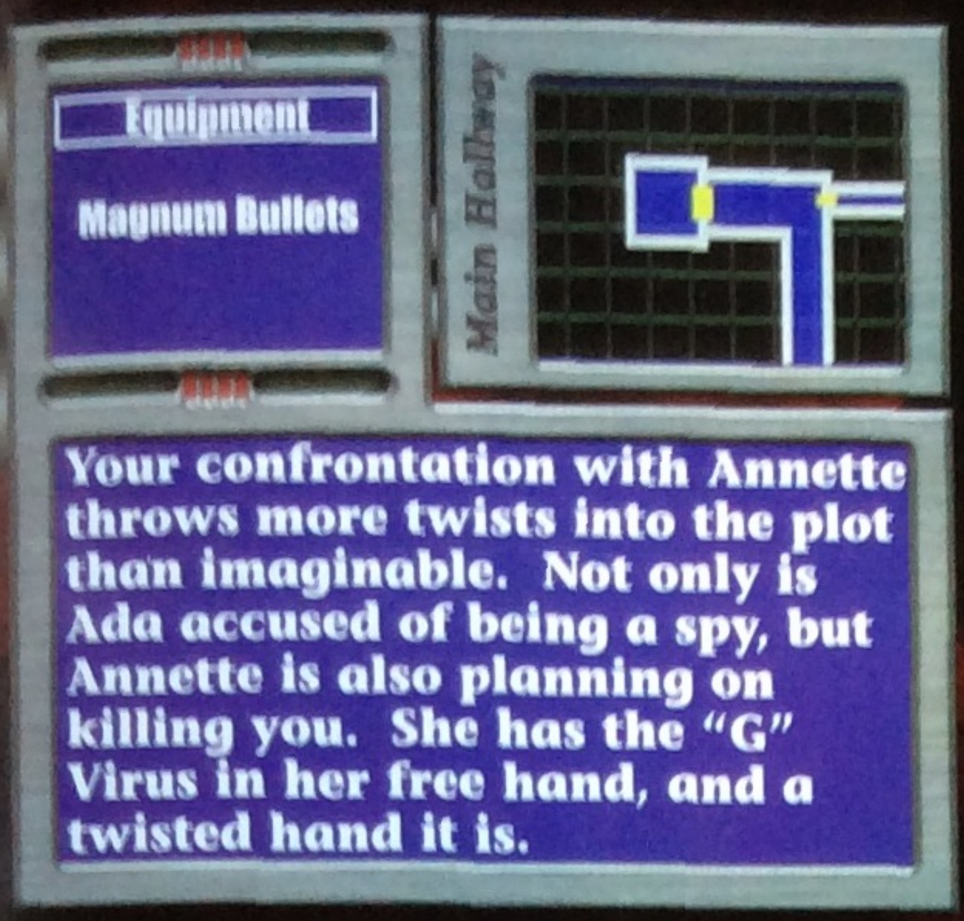
Laboratory B1

Survival Horror Tactics

Leon



When you're done with B4, take the elevator back up to B1. After you exit, head straight and make a right around the corner. Before you reach the door leading to the cargo area, you'll have a rude encounter with Annette Birkin... Who's apparently gone to insanity, and beyond!



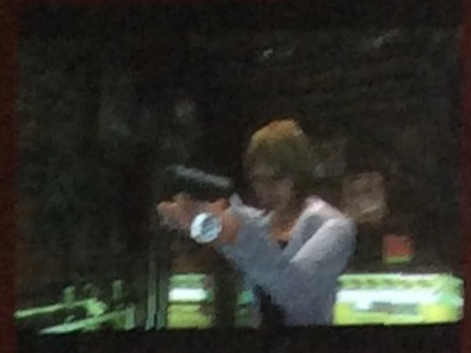
Your confrontation with Annette throws more twists into the plot than imaginable. Not only is Ada accused of being a spy, but Annette is also planning on killing you. She has the "G" Virus in her free hand, and a twisted hand it is.



Annette sneaks up behind you as you try to return to the Pump Room. She makes many unbelievable accusations in an unstable manner.



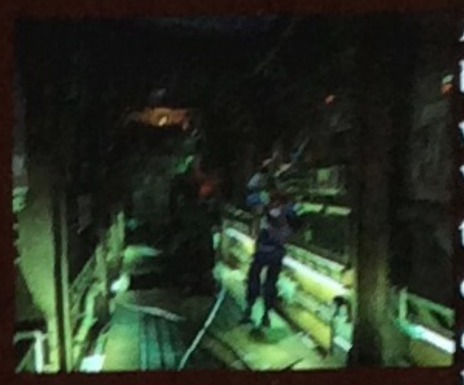
Ada? A spy? Either Annette has been inhaling too many lab fumes or something fishy is going on. And still no sign of Ada anywhere.



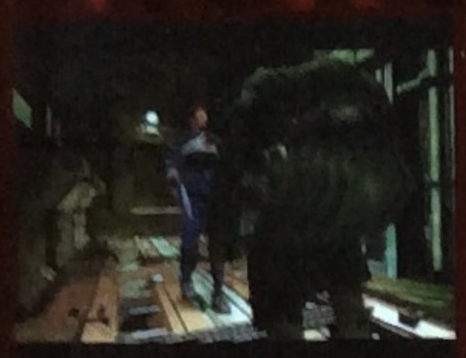
This hot-headed scientist is anxious to put a cap in your as-yet undecorated chest. But, how did she get out of the sewer pool that Ada unceremoniously slapped her into?



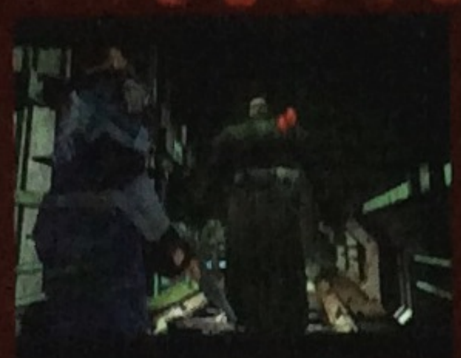
Just before the moment of action or death, Mr X. rains horrifically on Annette merry little charade. Annette bolts, and ain't looking back, but you don't have that option.



Another battle with the bomb-throwing bruiser who's really "undead". You can run past it and through the door, or you can down the trench-coated terrorist for a clip of Magnum Bullets.



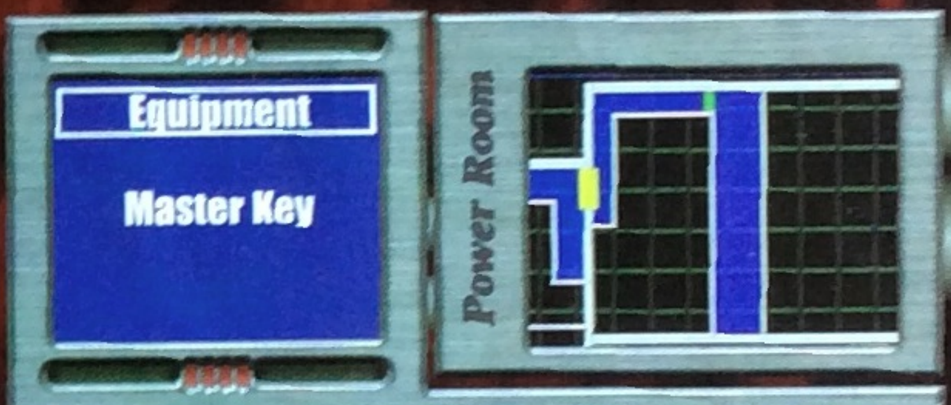
Pass through the door, go down the lift, scale the crates to the north, then enter the Power Room door. Mr. Never-die makes a return!



Cornered again, with injuries and a cramped weapon hand, you think it's the end, but suddenly he takes a hit from behind.



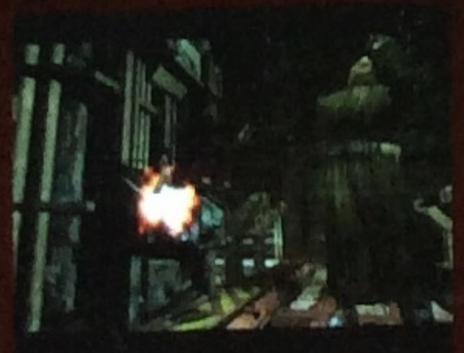
Ada comes to your rescue! She keeps pounding lead into his ominous form; then unexpectedly her ammo runs out. The empty trigger hits continue as she forgets to re-load in her excited state!



Your next confrontation with Mr. X is a lethal one. When Ada decides to intervene, protecting you from a double-axe handle death, she risks her life, and ends up paying for it. Despite pumping an endless stream of bullets into Mr. X's superhuman form, he does little more than flinch, eventually tossing her like a rag doll into a metallic control panel nearby. The blow is too much for Ada's body to handle, and all the while, you stand by speechless.



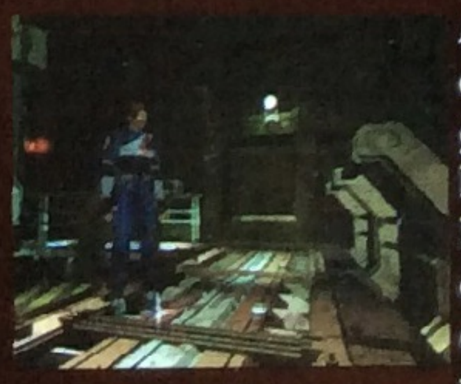
Before she can finish re-loading, the jaundiced juggernaut grabs her up like a girl's doll. Ada fights to the end, picking his brain apart with point-blank gunfire!



The abusive abomination responds by hurling Ada's helpless body into the jagged metal console. Her tender figure caroms violently from the exploding machinery.



Mr. X skydives into a molten pool of ore. Then, in her last conscious moments, Ada expresses her love for you, and you finally feel the softness of her lips, before she goes limp.



After you rip yourself away from ailing Ada, grab the Master Key lying on the floor. Now head back to the elevator so that you can at least rescue young Sherry.

Transport

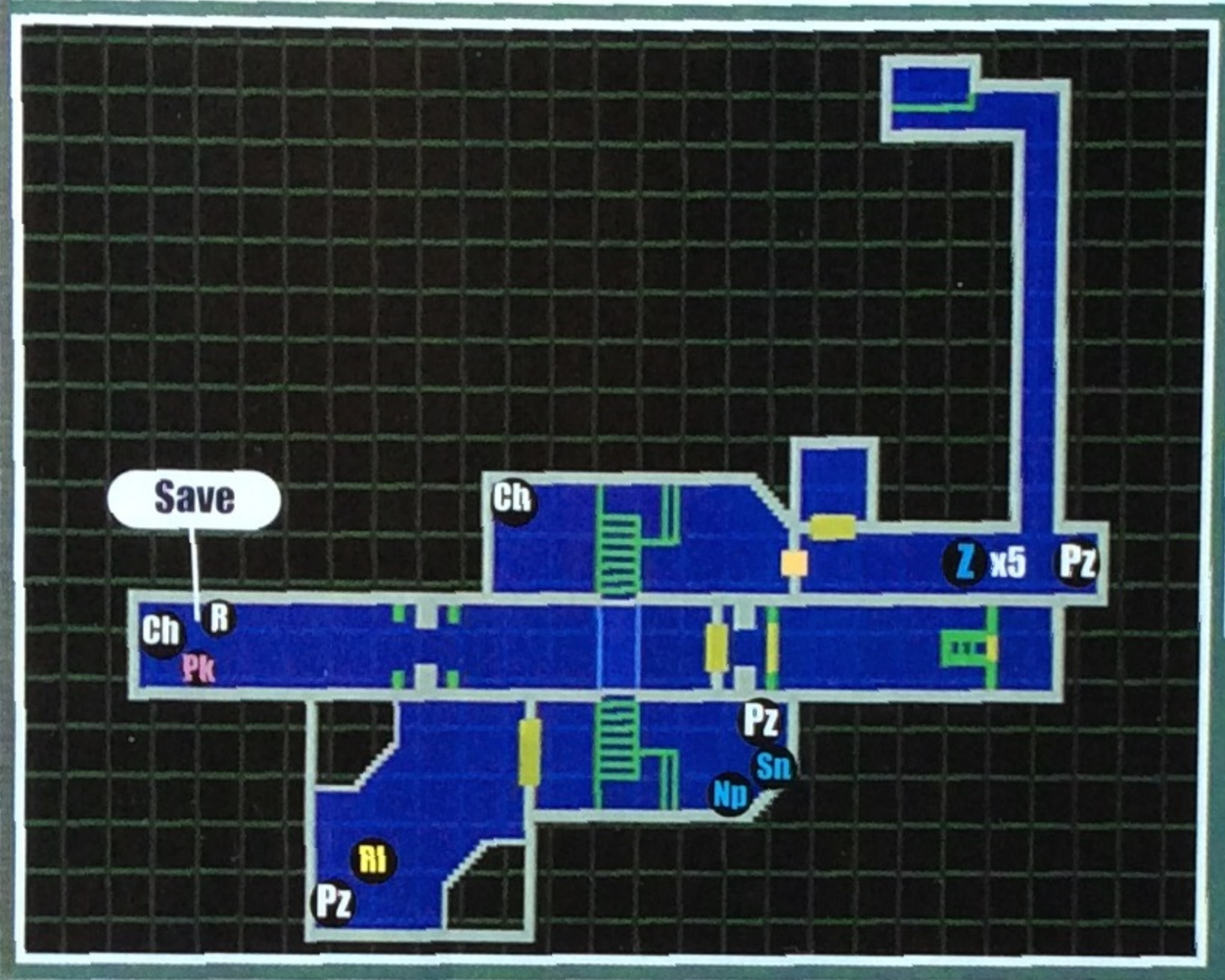
Survival Horror Tactics

You can feel the end is near, one way or another as you ride the elevator to the B4 level of this chemical laboratory. Forcing the feelings and thoughts for Ada out of the way of your current quest is a harder fight than anything you've experienced... so far.

Leon



Transport



Items Key



Ri x1 Rocket Launcher



Np x1 N Plug



Sh x1 S Plug



Pk x1 Platform Key



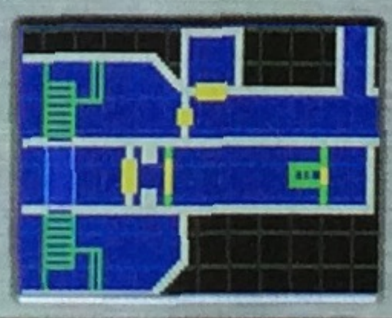
R x1 Ribbon

Key

- Z •Surprise Zombie
- Pz •Puzzle
- Ch •Chest
- •Platform Key Door

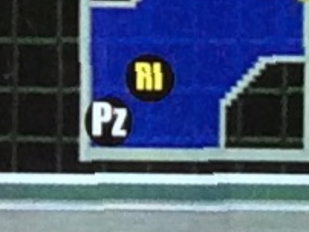
Equipment
Magnum Bullets
Ribbon
Platform Key

Elevator Trek



A female is down, but that doesn't mean any more of the fairer sex have to bite the dust. You get to Lab B4 at godspeed to help Sherry.

Required



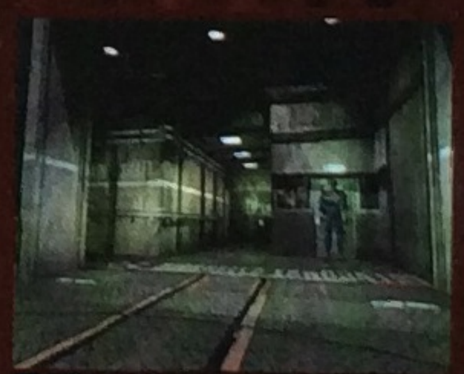
Master Key

200-5



From the Power Room, return to the elevator. Use the switch on the wall (not the Master Key) to descend to Lab B4.

GOLD 200-5



Exit, then enter this room just outside of it. Sherry will be inside. You'll lift her up and carry her into the elevator.

200-5



Use the Master Key to access the emergency escape route programming for the elevator. You'll be taken to an underground train.

GOLD 200-5



After you place Sherry on a comfortable bed, walk into the control room to the east and grab the Magnum Bullets that are on the floor just to the right of the control lever.

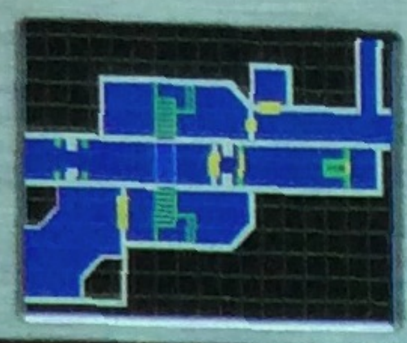
GOLD 200-5



Then run all the way to the west end of the train. There is a chest, typewriter, Ribbon, and Platform Key here. Save then take the Platform Key and Magnum (+Magnum Bullets) and exit.

Equipment
Joint Plug N
Joint Plug S
Rocket Launcher

Climactic Battle



You've made it to the train. Exiting this living nightmare is so close! But, first you must find the power source for the transport. Maybe, for once, you'll have a peaceful search...

Required



Platform Key



Exit the subterranean Transport and head through the gate to the west. You now have only five minutes in order to find a way to avoid certain obliteration!



Head up these stairs and cross the bridge over the train. Ignore the path leading behind the stairs.



When you come off the stairs, you'll only have to take a few steps to the east before you reach the location of some plugs you'll need to jump start the transport.



Next, after opening the Plug case and removing the Plugs, enter this door to the west. Do not waste any time!



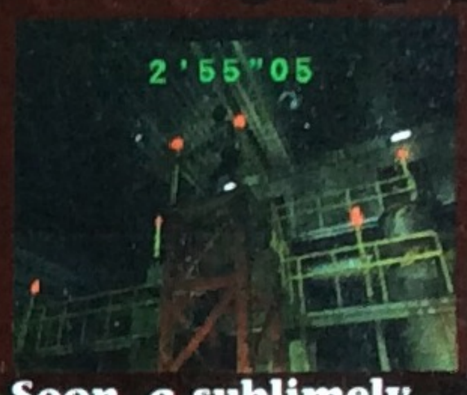
Keep dashing west until you find this console. Place the Plugs into the slots as shown above. This will start the power rerouting process.



Mr.X finds you once again! The swim in the smelting pit has only made more of a monster! Dodge his charging claw chops by running to his right.



Keep running! Only pausing periodically to mutilate his mutant-monster-meat with Magnum madness!



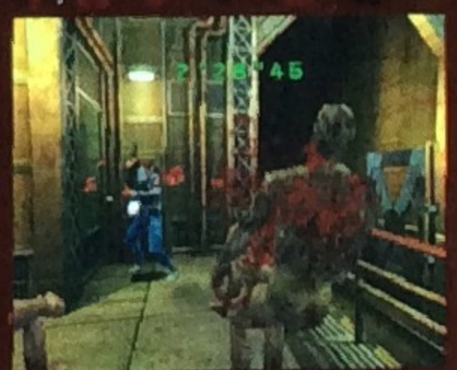
Soon, a sublimely shapely silhouette will appear with a raspy voice you find extremely familiar. Your attention shifts away from the battle at hand...



The mystery woman drops a Rocket Launcher for you to use against the near-impervious-to-almost-everything, Mr. X.



Shoot him as soon as you can, but MAKE SURE YOU HIT! You only have two shots so take a hit if you need to guarantee a choice contact.



Now retrace your steps to the train door. Pass it and go to the panel to the east of it. Dodge, or dissect, the decaying decoys and...



...hit the power switch. Now run full speed into the train, enter the cockpit in the east end and push the large lever forward (shown above).



Just when you thought it was over... This new Tyrant is unstoppable, and inconceivably enraged. He wants to get RESIDENT mediEVIL on your quivering backside in the worst manner possible!!!



You must put this thing to rest once and for all! Use any remaining rockets to rip apart it's horrific hide. Then, pump as many Magnum rounds as it takes to cause its polluted blood to line the entire floor.



Tentacle whipped, tired, and hardened for the rest of your life, you watch as the putrid bio-engineered life-form dissolves into a pungent purple puddle. You have finally won... but will you see Ada ever again?

Quick Walkthrough

Survival Horror Tactics



Don't feel like flipping through pages of pictures and text? Here's two very brief pages designed to guide you through the whole game without a single page turn. Also, if you're trying to finish the game in record time, look no further.

1) Enter Gun Shop. Cinema of talking to Owner. Leave before he's attacked.

2) Enter R.P.D. and go in the second door on the left. Talk to the wounded R.P.D. Officer and get the Blue Card Key.

3) Use the Blue Card Key on the computer in the Main Hall to unlock the two side doors.

4) Enter the first door on your left (when you first enter the Police Station) and pass through the first Storage Room. Keep running down the Hallways until the Licker attacks. Run around it, through the door into the next hallway. Enter the first door on your right, the Debriefing Room. Use the Lighter on the fireplace in the back to receive the first Red Jewel.

5) Exit the Debriefing Room, make a right, and keep going through the halls until you reach the stairs. Take that flight of stairs to the second floor. Do the Pushing Statue Puzzle to retrieve the second Red Jewel.

6) Go through the door and left into the S.T.A.R.S. Room. Inside, pick up Chris' Diary, then the Unicorn Medal, and the Shotgun in the cabinet.

7) Retreat back down the stairs all the way to the Main Hall. Use the Unicorn Medal on the Fountain to pick up the Spade Key.

8) Use the Spade Key to unlock the File Room where the Licker fell on you. Inside the File Room, push the step ladder to pick up the Crank.

9) Go back to the stairs and take them up to the second floor. This time, continue past the S.T.A.R.S. Room and use the Spade Key for the last time to unlock the door at the end of the hall. Go through that door, make a right around the corner and through that door to enter the Library. Do the moving bookshelves puzzle to acquire the Bishop Plug.

10) Exit the Library from the bottom floor door (not the one you came in from) and lower the ladder to the first floor in the Main Hall. Enter Storage Room 3 on the right side of the Main Hall (2nd Floor) and retrieve both Red Jewels from the Storage Chest if they aren't both currently in your possession. Also, take the Small Key in the Storage Room.

11) Make a right as soon as you exit the other side of Storage Room 3. Go through a door, and keep running down the Crow Hallway and through that door to the burning helicopter outside area. Take the stairs down to the second City Area. Enter the Cabin on the other side of the City Area and pick up the Valve Handle.

12) Backtrack up the stairs to the outside burning helicopter area. Use the Valve Handle on the pipe to the left of the Burning Helicopter to douse the flames.

13) Run back through the Crow Hallway and follow the next hallway until you reach the first half of the helicopter wreckage. Enter the room to the right of the Helicopter and pick up the Diamond Key. Place both Red Jewels in the busts to pick up the King Plug.

14) Run by the doused helicopter through the hall and back into the Crow Hallway. Unlock the door in the middle of the Crow Hallway and take the outside stairs down to the first floor. Pass through the East Office (full of Zombies) and go through the double blue doors. Make a right from there and another right around the corner. Follow that hallway to the end and enter the next hallway. Make a left around the corner and keep walking straight until you reach the Diamond Key Door. Unlock the door with the Diamond Key; then, enter that room and pick up the Rook Plug.

15) Backtrack through the two hallways, and instead of entering the double blue doors, go through the door on the right at the end of the second hallway into the Main Hall. Take the ladder up to the second floor, make a left and return through the Library, out the way you first entered it. Use the Small Key on the desk just outside the Library to get the Hand Gun Parts.

16) Pass through the current Hallway (heading towards the S.T.A.R.S. Room, not the Library again). Go through the door, following the next Hallway to the end (passing the S.T.A.R.S. Room), past the Statue Puzzle, and finally taking the stairs down to the first floor. Hang an immediate left as soon as you get off the stairs, and follow the hallway to the end. Use the Diamond Key for the last time. Open that door and enter the Zombie-infested Locker Room.

17) Unlock the remaining door in the Locker Room and pass through it into the room where you first met the R.P.D. officer. Revisit him, then take the Heart Key on the desk next to him.

18) Unlock the door which he locked, and pass that door into the Main Hall. Take the east side door from the Main Hall, then go through the blue double doors. Bypass the entire East Office and make a left at the wall. Use the Heart Key to unlock this door, and go through it. Discard the Heart Key after this one use.

19) Go through the Heart Key Door and take the stairs down to the Police Station Basement. Make a right at the fork and enter the first door on your right, the Generator Room. Do the Generator Puzzle to power the Card Reader for the room next door.

20) Exit the Generator Room, and make a right. Pass the Card Reader Room, go through the door at the end of the hall into the Garage. Cinema with Ada. Push aside the Police Van, and go through your new door.

21) Follow the hallway all the way to the end. Go through the door on your left into the jail area. Cinema with Ben. Take the manhole opener right next to you.

22) Exit the jail area and return down that hallway. This time, enter the door you passed previously. Use the manhole opener on the manhole to reveal the passageway to the Sewage Disposal.

23) Run through the Spider-

infested sewer tunnel. Past the door at the end of the tunnel, make a left into the mini storage room. Retrieve the three plugs from the Chest if you're not already carrying them.

24) Make a left just outside of the Storage Room and go through the door straight ahead. Place the three plugs into the panel, then exit the room. Cinema of hoisting Ada.

25) Playing as Ada, open the door and run across the dog-littered walkway. Make a left at the fork and enter that door. Do the Crate Puzzle and run across to get the Club Key.

26) Return to where you first controlled Ada. Cinema of Ada throwing item(s) over. Pick up the Club Key as Leon.

27) Backtrack through the spider tunnel to the manhole. Take that back up to the Police Station Basement. Exit the kennel and keep going straight, then hang a left and past that door into the garage. Leave the garage, hang a right around the corner, and use the Club Key to unlock the only door on your right (Autopsy Room). Enter and pick up the Red Card Key.

28) Make a left after leaving the Autopsy Room and use the Red Card Key on the reader to enter the second door on your right. Pick up the Submachine Gun and the Sidepack.

29) Make a left once you step outside that room and a left at the turn. Take the stairs back up to the 1st Floor. Unlock the door to the room behind the stairs with the Club Key. Go in and pick up the Magnum.

30) Exit, then go back through the Heart Key Door and through the East Office and the Blue Double Doors again. Make a right and follow those two hallways to the end. Use the Club Key on the green door at the end of the second Hallway. Enter, and use the lighter to obtain the Golden Cogwheel.

31) Backtrack through the two hallways all the way to the end. Take the door on your right out into the Main Hall. If you don't have it already, drop by Storage Room 1 to pick up the the Crank (and don't put away the Golden Cogwheel). Take the ladder up and make a left entering the Library. Take the stairs up inside the Library and exit the door to the Main Hall 3rd Floor. Follow the walkway and enter the door into the Gear Room. Use the Crank to lower the staircase.

32) Follow the staircase up and use the Golden Cogwheel to open the secret panel. Pick up the Knight Plug, and take the chute down to the Basement Level. Cinema of Ben being "impregnated."

33) Go down the hall all the way to the end. Through the door on your left, you'll find Ben. Cinema of Ben dying.

34) Exit the jail cells and turn right. Go down the hall and enter the first door on your left into the kennels. Go down the manhole to the Sewage Disposal Level again. Pass through the tunnel, and go straight into the room where you used the first three plugs (Note: bring the Knight Plug along with you). Fight "Baby" Boss.

35) Use the Knight Plug on the panel to open the door. Enter the next room. Cinema with Ada joining up with you. Follow the passage to the Sewers. Enter the Storage Room, picking up the Valve Handle from the Storage Chest. Then go down the lift. Cinema of Leon being shot.

36) Control Ada. Follow Annette down the hallway. Make a left at the sewage water and take the ladder up to the fan. Cross the cockroach tunnel and descend the ladder. Cinema of fighting with Annette. Ada encounters something scary.

37) Control reverts to Leon. Follow the hallway out to the sewers, but make a right instead of a left. Go left around the corner, through the door, then make a left through the door in front of the waterfall. Proceed to the end of the walkway, and use the Valve Handle to lower the bridge.

38) Cross and use the Valve Handle to raise the bridge again.

39) Go through the door and kill the "Alligator" Boss.

40) Reunited with Ada, cross the Alligator's den. Take the ladder up to Sewer B1. Cross the bridge and go left then pick up the Eagle Medal.

41) Follow the walkway to the fan. Use the Valve Handle to turn off the fan, then climb the ladder and go through the vent.

42) Coming out of the vent, make a right. You'll dead end at a small area with two corpses. Lift the Wolf Medal off of one of them, then head back past the ladder. At the turn, make a left and go through the door, head straight and do the Waterfall Puzzle with the Eagle and Wolf Medals. Go through that hallway to the tram.

43) Dodge William's attacks during the tram ride. When the tram lets you off at the Vacant Factory, make a left and use the lighter to highlight the Weapon Box Key. Take the key.

44) Turn around and go through the door, and make a left at the fork. Take the Shotgun Parts from the corpse, then follow the hallway all the way to the end. Pass that door, then make two lefts and a right. You'll end up at the base of a ladder which will lead you to a Storage Room. Make a right out of the Storage Room and head towards the train elevator. Go inside and pick up the Control Panel Key.

45) Use the Control Panel Key on the panel just outside the train. Cinema of Ada being wounded.

46) Boss "G Type" 1. Cinema of Leon taking care of Ada.

47) Exit Storage Room and make a right. Pass through the door into the Hub of Lab B-4. Take the left fork, through the door, make another left into the Freezer Room. Pick up the Fuse Case.

48) Use the Fuse Case on the machine in the Freezer Room and take the Main Fuse.

49) Backtrack to the Hub and use the Main Fuse to turn on the power.

50) Take the right fork out from the Hub and go through the door. Use the switch to open the door revealing the Ivy.

51) Through that room, take the ladder down to Lab B5. Hang two lefts and go straight through the C Room. Go through the door next to the Storage Chest in the C Room (retrieving the Weapon Box Key if you stashed it in the chest). Down that hall, make a left and enter "P Lab." Use the Weapon Box Key on the locker to obtain the Magnum Parts. In the adjacent room (past the sliding door), pick up the Umbrella Card Key.

52) Exit "P Lab." Backtrack through the C Room and through the waiting room. Make a right around the corner and another right. Take the ladder up. Make a right and then another right. Through the door into the Hub of Lab B-4. Take the left fork. Pass through a door. Use the Umbrella Card Key on the door in front of you. Pick up the M.O. Disk in the V.A.M. Room.

53) Exit the V.A.M. Room. Cinema of Ada dying.

54) Return to the Lab B-4 and use the MO Disk on the door in front of the C Room. Past the next door, flick the switch to the right of the elevator. Fight Boss "G Type" 2 in his first form.

55) After hurting him badly, he will change into Boss "G Type" 3. Kill him, then take the elevator down to the transport. Follow the hallway to the end.

Quick Walkthrough

Survival Horror Tactics



Don't feel like flipping through pages of pictures and text? Here's two very brief pages designed to guide you through the whole game without a single page turn. Also, if you're trying to finish the game in record time, look no further.

1) Go opposite of the flames past the zombies to the right. Enter the door and go to the right past two zombies. Enter the small room and get the Cabin key. Go out of the room, across to unlock the door using the Cabin Key.

2) In this room, turn left to the typewriter. Get the items on the desk. Exit the opposite door and at the very end of the area, go up the stairs to the roof of the Police Station 2F. Enter the door across from the burning chopper.

3) Run down the hallway past the crows. Enter the brown door at the end, into another hall. Avoid the Licker and enter the next door to a storage room. Collect all the items, save and, return back to the Crow Hallway and exit through the blue door.

4) Go down the steps of the stairs to Police Station 1F level. Enter the door to the East Office. Grab the Valve Handle and other items while dealing with enemies. Return to the outside stairway up to Police Station 2F level.

5) Enter back into the Crow Hallway and back to the roof. Once here, go to the small water control to the left of the chopper. With the Valve Handle, increase valve pressure and extinguish the flames. Head back into the Crow Hallway and encounter Mr. X . Head into the hall with the wrecked chopper.

6) In the hall, head to the end past the chopper wreck, and enter the Art Storage. Grab the Blue Card Key and Shotgun Shells and exit as a Licker crashes in. Head into the hall, back to the Storage Room.

7) Save your game and store unnecessary items. Exit to the door out to the balcony of the Main Lobby. Run to the middle of the balcony, activating the ladder. Move down the ladder to the Central Computer and use the Blue Card Key to unlock the hall doors. Grab the Shotgun from the desk and proceed to the double doors on this floor.

8) Upon entering this storage room, avoid the zombie horde here, making your way to the back of the room. Enter the door found here, going down the hall to the end door. In this new hall, turn the corner a two zombies will ambush you. Deal with them and open the double-doors.

9) Entering this Briefing Room, search for items, and move to the doorway next to the chalkboard. In this back room, examine the painting over the fireplace, then start a fire with your Lighter. Grab the Red Jewel that comes out, and exit out to the hall, heading right.

10) At the end of this hall, enter through the end hallway door, where you'll find stairs to Police Station 2B level. Under the stairs is a door to a storage room. Store your items (bring one of your Small Keys), and advance up the stairs.

11) Up the stairs on Police Station 2B level, head down the hall where three statues stand. Push the gray one right across from the brown statue onto it's panel. Both statues should face each other, and the second Red Jewel will be yours. Grab it and enter the door at the end of this room.

12) In this new hall, head to the door marked S.T.A.R.S, and enter. Search the room for items. Exit back into the hall and head towards the end of the hallway where a new door is found.

13) Enter this new door, where you'll encounter Sherry. After the brief encounter, Claire is found. Search for the Diamond Key, use the Small Key o open the small table drawer in the hall to the right, get the Hand Gun Parts in that drawer, and exit the door to the left of table.

14) Enter the library and proceed up the stairs to the third floor. Continue on the walkway to the end where Leon will fall through into a small area under the third floor stairs. Move forward and activate the switch to exit this small area. Activate the left-most shelf to move right once, and activate the second left-most shelf to move right once. Go back in the small area, grab the Bishop Plug, and exit through the doors you came in from.

15) Going backwards, head back to the stairway past the S.T.A.R.S. room, and move down to the Police Station 1F level. Deal with the new zombie horde, and make your way opposite the stairs to the end hallway. Using the Diamond Key, enter this new door.

16) In this File Room, gather all items and exit through the new door in this room. Grab the items in this room and exit the door by the lockers.

17) Head across the double doors to the single door near the station entrance. Enter this waiting room and proceed down this room and to the right, dealing and avoiding zombies here and there. After make a right, go down to the end hall door and exit.

18) Enter this hallway, and make your way to the first door you see. Use the Diamond Key to unlock the door, and enter. Grab the Rook Plug on the shelf, and grab the health spray. A Licker will attack through the window. Exit this room and head back into the hall.

19) Move back into the waiting room, entering the blue double doors to your left. Finding yourself back in the East Office, head towards the back of the room, and turn left to a locked door. Use the Heart Key to open this door and enter.

20) Move into this narrow hallway and kill all zombies. At the end of the hall lies stairs to the Police Station B1 level. Go down the stairs and advance down the main hall. Run down this main hall till you come upon a three-way intersection, move left towards the hallway's end, entering the metal double-doors.

21) Run through this trash yard, dealing with the dogs, and lower yourself down into the manhole into the Sewage Disposal level. Move into the door to the left to the only storage room in this area. Save and manage items, exiting back to the ladder to Police Station B1.

22) Back in the main basement hall, negotiate any zombies in the hall, making your way to the double doors just west of the passageway up the stairs. Grab items in this generator room, and solve the power drain puzzle by selecting up, up, down, up, down, and exit the room heading west towards the Parking Lot.

23) Enter the door to the parking lot and encounter Ada. Pushing the van opens up a door to the prison quarters. Enter the new door.

24) Ada leaves. Follow her down the hall, past the elevated fence door. Examine the cells in this room and encounter Ben. Ada leaves. Make sure to grab the Manhole Opener. Head back past the fenced door, into another door of this hallway.

25) Enter the new door and use the Manhole Opener to lift the manhole found here. Descend down the ladder into the Sewage Disposal level. Two spiders guard this area so deal with them. At the end, stairs to newer Sewage Disposal levels wait.

26) In this hall, enter the left door to a Storage room. Here, grab the plugs you have from the Storage, exit the room, and head left into the new door. In the new area, head to the panel and place the plugs in the panel. Exit back to the hall and encounter Ada.

27) Go through a vent shaft to a new section of the Sewage Disposal area, using Ada. Encounter Sherry. Exit the door out to the sewage plant area, dealing with zombies while heading right to a lift. Descend down lift to get Shotgun Shells. Return back up. From lift head right to a new door and enter the Crate room.

28) Go to bottom of water basin, and push the first crate all the way up into the upper right corner of the basin. Climb over the second crate, drop to it's left side, and push it against the first crate. Push the last crate into the upper left corner and go back up to the water level controls. Activate the controls, cross the crate bridge and grab the Club Key. Grab the map next to the door as you leave.

29) Bring Ada back to the vent shaft she climbed from, where she'll toss the items back to Leon. Ada leaves as control returns to Leon. Move back down the hall of spiders, up from the manhole, back into the Parking Lot. Return to the main basement hall and use the Club Key to unlock the double doors of the red-lit Autopsy Room.

30) Enter the Autopsy Room, dealing with two Lickers. Grab the Red Key Card

at the end cabinet and exit. Head left to the last door before the Parking Lot. Use the Red Key Card to gain entrance into the Arms Storage and collect items.

31) Exit and head left. At the three-way intersection, head left to the stairs and back up to Police Station 1F. Go into the Lunch room near the top left of the stairs. Grab all items here, including the Magnum Bullets. Exit and head to the East Office.

32) In the East Office, head to the main area, and exit the double blue doors. Entering from the blue doors, head right to the end of the hallway and enter the door in front of you. Proceed all the way down to the end of the hallway reaching a green door.

33) Unlock the green door with the Club Key and enter. Go to the top of the room, and at the metal cylindrical, use the lighter. Then, activate the middle, right, then left torches to release the Golden Cogwheel. Encounter with Mr. X. Grab the Golden Cogwheel and exit.

34) Move down the hallway and meet Mr. X again. Head back to the waiting room area, and exit the end door to the Main Lobby, opposite of the double blue doors.

35) In the Main Lobby, head to the ladder to ascend to Police Station 2F. A Licker waits her. Head back to the Storage room on the east side of the station.

36) In the Storage Room, store items and make sure to grab the Red Jewels. Head into the chopper wreck hall and into the art storage. Insert the Red Jewels to each Virgin sculpting on both sides of the main monument. Receive the King Plug and exit back into the hall.

37) With the chopper gone and a new hall, move into the new hall. Enter the Chief's room and exit through the new door on the left. Head down the hall and into the Chief's Art room. Go into the back room, turn on the light, and grab the Crank from the box.

38) Exit the Chief's Art room into the hall. Encounter Mr. X (again..sigh), and exit back to the Storage room and bring the Golden Cogwheel. Exit into the Main Lobby balcony, and head to the Library.

39) In the Main Library, head to the third floor. Exit the room via door to the right at the top of the stairs. On this third floor balcony, head to the door at the other end.

40) In this clock room, head to the right of the door, and use the crank on the wall device to bring down the stairs. Go up the stairs and to the large mechanism near the end of this walkway. Insert the Golden Cogwheel into the machine and a secret door opens. Grab the Knight Plug and go down the hidden shaft near the Knight Plug.

41) Cinema of Ben dying. You'll land in the jail cell area back on Police Station B1 level. Move to the first door you see, and enter the room with the removed manhole cover. Go down through the manhole cover and proceed back to the Sewage Disposal level, where the plug panel is located. Boss encounter with G-Type I.

42) Insert the remaining plugs in the panel and advance in. Encounter with Ada, where Ada will follow you. Proceed down the dam-like structure and exit through the large dock sewage door to Sewer B-1 level.

43) Climb up to the platform and enter the storage room, making sure to grab the Valve Handle. Move down the lift to the Sewer B-2 level. Cinema with Annette. Take control of Ada and follow Annette's path up the fan shaft.

44) Coming down the fan shaft, you'll be on Sewer B-1 level. Cinema with Annette. Cross the bridge to a ladder. Move down the ladder to a dumping area. Ada will look around a control will go back to Leon.

45) Take the wounded Leon down same path, though the fan will be turned on. Head towards the right area in these spider sewers. Avoid the spiders and proceed through the door into the second part of the spider sewers. Go up to the left platform through the double doors.

46) Move right into the new area where you'll find a mechanism needing the Valve Handle. This will drop a bridge for you to cross to the other side. Grab all items on this side, and use the Valve Handle on this side of the machine to send the bridge back up. Exit through the door.

47) Enter the service tube which eventually leads to the dumping area. Cinema with Ada. Ada will follow you from here. Go up the ladder at the end left of this area to Sewer B-1 level, then advance towards the passageway to the left.

48) Cross the bridge and go up the winding walkway to the sewage control center. Search the dead body and grab the Eagle Medal. Proceed back down the sewage control center, cross the bridge and turn left towards another ladder. This ladder leads to the operating fan shaft. Use the Valve Handle on the switch near the ladder to turn off the fan and move up and through the fan shaft.

49) Drop down back into the spider sewers of the Sewer B-2 level. Move right where you'll find two dead bodies. Search both and be sure to grab the Wolf Medal. Proceed back down the spider sewer, through the door to the second area.

50) Keep moving forward in this spider sewer section. Across from the double doors is a switch. Insert both Eagle and Wolf Medals in the switch, shutting off the waterfall. Go through the doors, down the small cavern shaft to the tram station. Move to the far right where the tram controls are and activate the tram.

51) In the tram, avoid the "Claw" which Ada will drive away. Exit the tram to Vacant Factory B-1 level, grab the Weapon Box Key to the right of the flare cannon. Enter the doorway and kill all zombies. proceed left down the hall to a dead body. Search the body for the Shotgun Parts. Proceed back down the opposite hall, to the second hall. Kill all zombies, move left, and up the ladder.

52) Enter the Storage room of Vacant Factory 1F, and grab all items. Exit the door and go right down the lift. Move into the new door to the control room. Head to the end of this area, and grab the Control Panel Key. Encounter with Mr. X

53) Head back to the storage room and use the Control Panel Key near the monitor switches are. Head back outside, activate the super lift panel and enter in.

54) Cinema with Ada in the super lift. Go outside of the compartment to investigate disturbances. Boss encounter G-Type II. The lift will stop at level Lab B-1. Take Leon outside and explore. You'll find a small platform to climb up, leading to a shaft. Enter the shaft where you'll drop down and the super lift will continue down.

55) From where you land, head left to pump room. Push the movable box on the small lift and proceed down to level Lab B-2. Push the box to the right, till you come upon a T-intersection. Then push the box all the way up where two stationary boxes are found. Gather all items on this level and head right of the small lift to the Lab B-3 lift.

56) Head to the end of this Lab B-3 level, avoiding the Lickers. Hit the switch at the end of the hall, activating the Lab B-4 elevator found in Lab B-1. Head back to the lift, and go up to level Lab B-2. Take the small lift up to level Lab-B1 and move back out to the hall where you fell.

57) Go down this hall and to the left. Go down the B-4 elevator, into Lab level B-4. Kill all zombies here and head right to the main breaker room. Cross the walkway and take the left doorway past the Main Breaker to the East Area.

58) In the East Area, go to the end of the hall to the and enter the Sub-Zero Lab. Head near the end of this area, and grab the Fuse Case. Take the Fuse Case to the computer across and use it there to receive the Main Fuse.

59) Exit this area back to the Main Breaker and place the Main Fuse in the Main Breaker. Now enter the right doorway to the West Area. Head right to find two doors. Enter the unlocked one and kill all zombies. Grab all items, especially the Lab Card Key, and go through the shaft to the next room. Grab all the items and deal with the Lickers in this room.

60) Head back outside to the right where you'll come upon a door. Activate the panel next to the painted words "West Area" and kill the Ivys. Head straight to the door, and down the ladder to Lab B-5 level. Make sure you bring the Weapon Box Key.

61) Go into the new area, down the hall, and turn left. Deal with the Lickers and enter the Monitor Room. Head to the end of the room, through another door. In this new area, go to the main laboratory room. Use the Weapon Box Key to open the lit locker. Grab the Magnum parts, and enter the new door from across.

62) Go all the way into the lab, and grab the Power Room Key. Head back up to the Lab level B-4, by exiting this room and head towards the ladder. On Lab level B-4, exit the West Area and head back to the elevator to Lab level B-1. Cinema with Annette. Go up to B-1, and head to pump room. Encounter with Mr. X.

63) Take the small lift down to Lab level B-2, and head to the box you moved. Step up on the box, proceed to move up to the Power Room door. Use the Power Room key and enter. Cinema with Ada and Mr.X. Take the Master Key and head back to the B-4 elevator.

64) Go back down to Lab level B-4 into the storage room right of the elevator. Get Sherry and head to the elevator. Use the Master Key in the back panel of the elevator. Move down to Transport level.

65) Enter the train and grab the Platform Key in the back of the train. Exit and proceed past the platform gates with the key. Go up the stairs over the train and back up to the front. Get the Joint S and N plugs and go to the back door.

66) Go to the Power station at the back and insert both plugs. Battle with Mr. X Final form. Head back to the train entrance.

67) Go to the very front of the train and access the Gate Controls. Enter the train, and go to the front. Move lever forward. Cinema of escape. Move to the back of the train. Battle with G-Type III. Move back to the front of the train. Ending sequence.

Resident Evil

UPDATE & GOODS

With *Resident Evil 2* just days away from release, Capcom has blessed the hard-core horde of *Resident Evil* followers. But that's just the beginning of the whole *Resident Evil* world. Watch out in 1998 as Capcom will release it's *Resident Evil* name throughout several entertainment platforms. Soon, all shall know and fear the world of survival horror.

Resident Evil Movie

Constantin Film, working closely with Capcom, has begun work on a movie script expanding the dark and demented world of *Resident Evil*. The script looks to be based on the first *Resident Evil*, and Constantin has definite big plans on using mass quantities of special effects (which equals to a super-sized budget). No words on whether the original cast will play the main roles or not, but be prepared for the same cardiac-arresting, corridor-running, and, my favorite, zombie-head slush-making suspense and action that Capcom has always provided. *RE* heads will finally get the inside scope on the previous stories of all the S.T.A.R.S. members, and the mysterious Umbrella company. No date is set for production.

Resident Evil action figures

Capcom, along with Toy Biz, have joined together to literally put the world of *Resident Evil* at your hands. You'll be pleased with the detail and design that remains true to the original Japanese concept. *Resident Evil* characters are set to be shipped out early in 98, while *Resident Evil 2* figures are slated for a third quarter release in1998. No set plans have been made for the *RE 2* characters, but those planned are Leon, Claire, Licker, Mr. X, and G-Virus infected William. All sets come in a two-figure pack, and are packaged as follows:



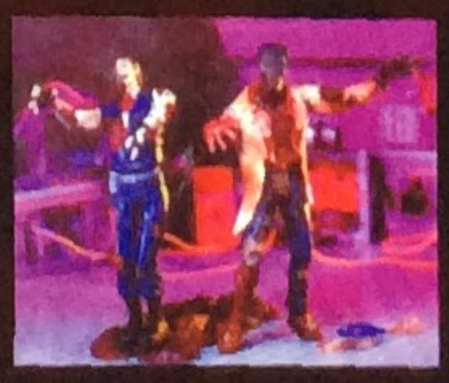
Chris and Cereberus - Attention to detail has been meticulous as Chris, with poseable limbs, comes complete with Rocket Launcher, that actually fires missiles. Cereberus, the howling canine of the *Resident Evil* habitat, come complete with blow up parts. Blown up bits of the Cereberus are incredible life-like and will surely make a head or two turn.



Jill and Web Spinner - Your favorite heart-breaker from world of survival horror will finally come home for your posing pleasure. Armed with the powerful Bazooka with flame round projectiles, she comes with the large Web Spinner. These behemoth arachnids that made you scurry back to mommy, are realistically modeled, including the baby spiders attack you after disposing of it.



Tyrant - The only one piece set, Tyrant is a sight to behold, standing seven inches tall, two inches taller than the majority of the characters. A terror to behold, Tyrant will be complete with a heart pump that allows you to pump blood through his tubes and arteries. Toy Biz has plans to have the packaging mimic Tyrant's laboratory tube, a double treat for collectors and hardcore *Resident Evil* fans.



Zombie and Forrest Speyer Zombie - Those mindless, moaning, man-munching, maniacs are back with fully removable body parts (arms, legs, and head) and are detailed right to the torn out bone sockets for each limb. They come with buddy zombie Forrest Speyer, the deceased S.T.A.R.S member pecked to death by crows. A mechanism will allow flayed Forrest to rise from the ground.

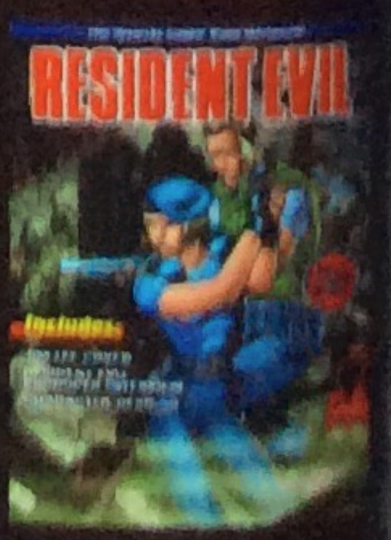


Hunter and Chimera - Those leaping lizards capable of lopping off limbs are back and come with swinging claw decapitation action, and look meaner than a Pitbull on rabies. It's insectoid cousin, the Chimera, will lurk in the dark regions of the ceiling waiting for a new passerby to devour.

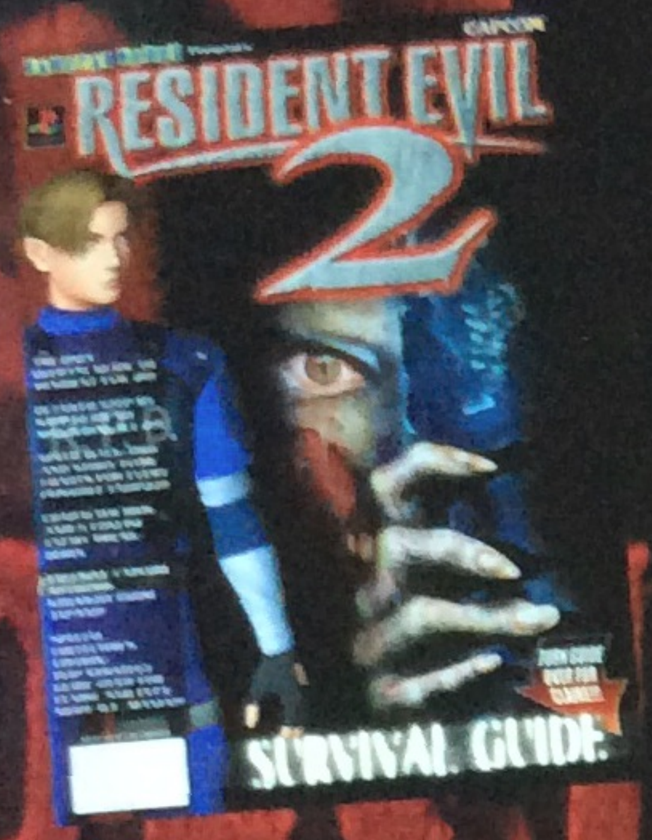
Tiger Electronics brings *R.E.* into the 8-bit world! Though very little is known about exact projects, Tiger has begun development on a whole new set of games based on the *Resident Evil 2* world for both their GameCon 8-bit cartridge system and other independent hand-held systems. No exact dates have been announced, nor the background stories. But for any *Resident Evil* fanatic, this is a must!

WildStorm Comic

Look for the same *R.E.* Madness we all know and love in its paper form; The Official Comic Book by Wildstorm comics. Join Jill and Chris on their adventures as they search for vital evidence linking the evil corporation Umbrella to the mysterious Mansion murders in Raccoon City.

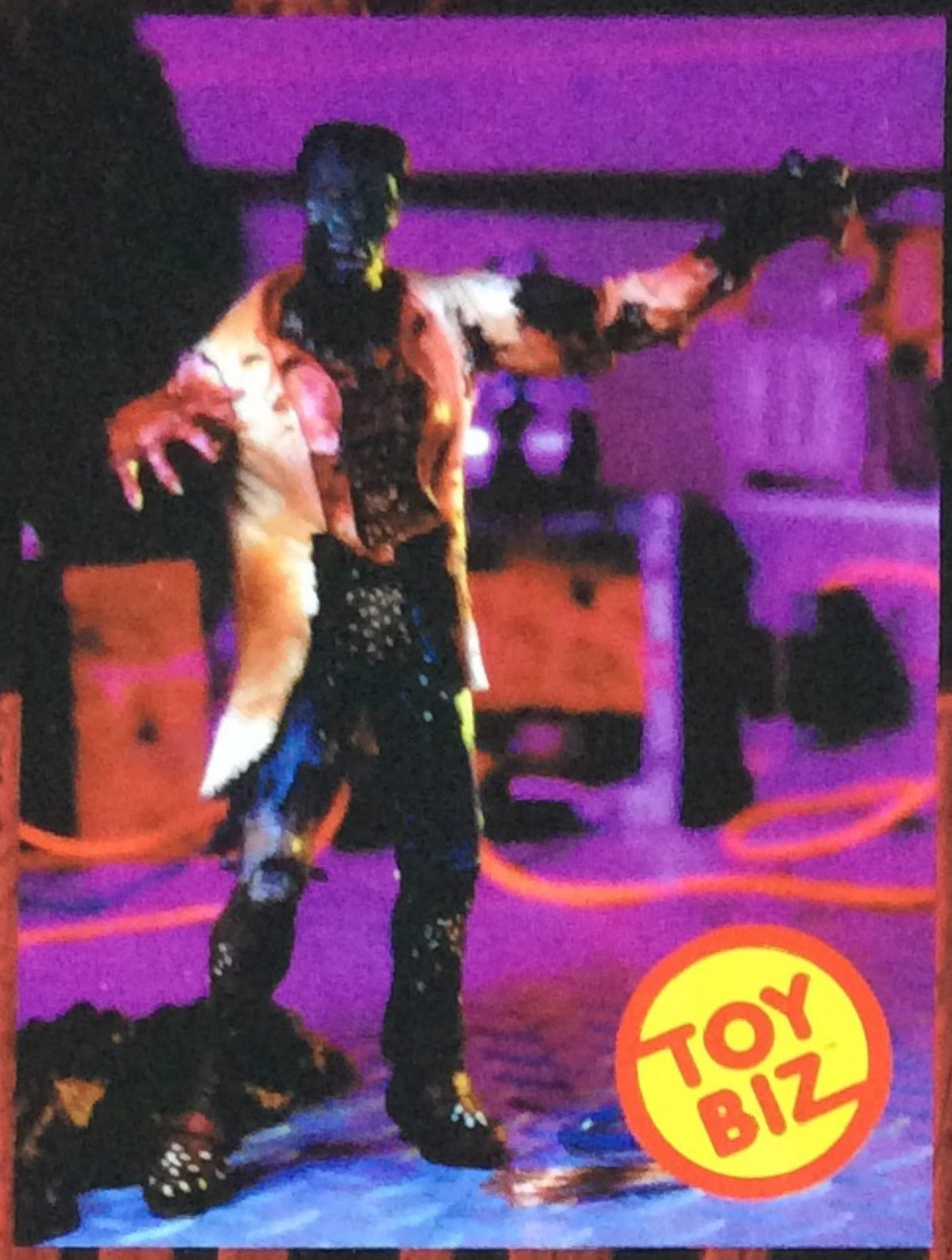


Welcome to the World of Survival Horror...

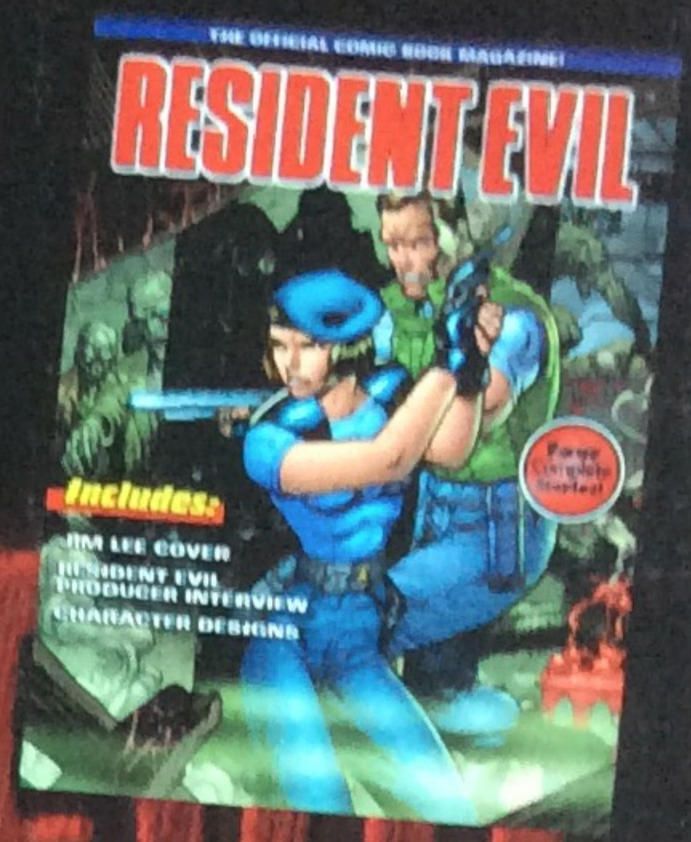


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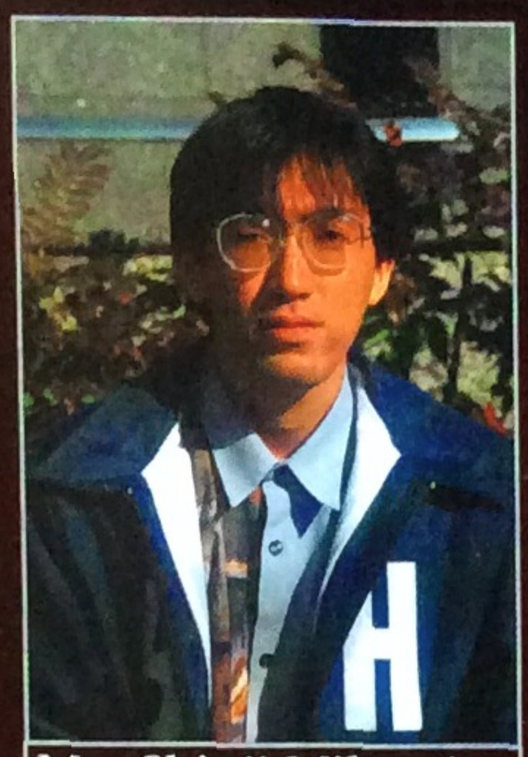
PlayStation

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interview

BIOHAZARD CREATORS

Ever wonder what makes those guys at Capcom of Japan tick? Join Gamefan Books as our own David Hodgson chats with the movers and shakers behind the now epic *Resident Evil* series.



Mr. Shinji Mikami, the Producer for *Biohazard* (*B.H.*), A.K.A. *Resident Evil*.



Mr. Hideki Kamiya, the Director for *Biohazard* (*Resident Evil*).

GameFan Books: How long has the whole development of R.E. 2 *taken from initial conception to a final finished version?*

Mr. Shinji Mikami (Capcom): It took about a year and 9 months.

GFB: How many people did you have working on it?

SM: Main staff consists of 40 members.

GFB: What did you learn about the PlayStation hardware from developing R.E. 2*? What do you think are the machine's greatest strengths and weaknesses?*

SM: The machine is good for 3D, but the memory is small.

GFB: The actual areas are astoundingly well-detailed. Please detail how you went about constructing the backgrounds, where you drew inspiration from (i.e., did you use real buildings when you constructed the main street). How long did each rendered background take? What was the most complicated background to render? What is your favorite background? What rendering packages/tools were utilized?

SM: I took hints from references and also from visiting some cool buildings that actually exist. My favorite and also the most complicated background of all is the main street (the street you are in before you enter the police department). It takes about 2 to 3 weeks to render each background and we used O2.

GFB: Could you tell us more about the game engine - how did you develop it, what is the frame-rate of the game and how is the speed kept up? And what was the most difficult aspect of the game to program?

SM: The frame rate is 30 frames per second. To keep us the speed of the game, I cut down the number of orders and the frame rate. The most difficult aspect of the games was the 3D collision detection.

GFB: The characters are excellently animated and texture mapped. How many polygons are they made up of, and how many characters can you display on the screen at one time? What is your favorite character in R.E. 2*? What creature or character are you most proud of? Are there any creatures that didn't make it into the final version of the game? Would you have liked some more zombie types? Anything you couldn't actually put into the final version (for reasons of taste or whatever)?*

SM: The number of polygon is different for each character, but Leon and Clair consists of 450. The maximum number of zombies displayed on the screen at one time is 7. My favorite character is Ada Wong and my proudest creatures are the zombies. One creature that did not make it to the final version is the half-man spider phantom. He has the lower part of a human and the upper part of a spider. Yes, I would have liked more zombie types, but decided to settle for what I have, due to time schedule.

GFB: R.E.2 *boasts more characters on screen than* R.E. *Were any sacrifices made to achieve this (i.e. the number of different character textures per load point)?*

SM: I was not able to really get into the details of each zombie.

GFB: Where's Elza Walker? Why did you decide to use Chris' sister instead?

SM: I brought up familiar element for fans from the first series. Also, I wanted the lady character to be accustomed to weapons.

GFB: What inspiration did you draw from the grotesque mutation sequences (when the police chief turns into the monster and the creature bursting from characters' chests)? What are your favorite movies and did these influence your creativity?

SM: I drew inspiration from "Alien" series. (I really like them). Also, I am a fan of Romero's "Zombie", Spielberg's "JAWS" and the Alfred Hitchcock. I think they influence my work.

GFB: Are you overseeing the production of the Resident Evil 2 *movie? Do you have a role in it (we'd love to see the programmers in a cameo appearance!), either to influence the feel of the film, or generally okaying the director's ideas? GameFan is concerned about the movie staying true to it's origins (especially after the Jean Claude Van Damme 'version' of* Street Fighter*)?*

SM: Basically, I gave the okay to what the production company outputs.

GFB: How far along into production was the ORIGINAL R.E.2 before it was scrapped? Why did you scrap it? Why did you scrap it so late into development? Where did the fat policemen and other critters we saw in the preview shots go? Are they hidden in the final game?

SM: The completion of original *Resident Evil 2* had been 60% when I decided to scrap it. The reason is that it was no fun at all. To be specific, I didn't like the visual, scenario and the game... Hey! That's everything! I scrapped it late into development because it was also late into development that the work took form of the game. As for the fat policeman story, sorry, he went away!

GFB: How long after R.E. did you start on R.E.2? Was the same staff involved? Did you envisage the huge success of R.E.?

SM: I started to work on *Resident Evil 2* a month after the



completion of the first series. More than half of the staff from the first series were involved in the development of *Resident Evil 2*. I didn't expect that the game would sell so well. What I had in mind at first was a three base hit with no runners on base. I felt that we did a good job, but wasn't expecting any points. But luckily, the game turned out to be a homer with runners on each base, that turned the tide of the game at the very last inning.

GFB: What are your opinions on other similar games of this genre? Games such as Nightmare Creatures, Tomb Raider 2, Clock Tower *and any others you rate highly.*

SM: No comment.

GFB: Can you run through some of the game's effects that you're most proud of (such as the zombie splitting in half after a custom shotgun round to the chest)?

SM: I personally think it was wonderful that the effects of the weapon became flashy.

GFB: The weapons of R.E.2 *are gruesomely spectacular! Where did you go for inspiration on some of these more powerful weapons (such as*



Terminator 2 or Predator for the Mini-gun)?

SM: You're right! (regarding the Mini-gun!)

GFB: On the subject of violence, did you have to censor anything? Was there any gore-related elements that just couldn't make it into the final version of the game? Will there be any changes between the Japanese and American versions of the game?

SM: I had to do without the sequence to be shown at "Game Over'. I'm really disappointed about this because I had it made out for each creature! At this point, there is no difference between the Japanese and American version on the subject of violence.

GFB: The sometimes humorous dialogue is also excellent and gives the game more edge and light relief. How did you go about hiring actors and who are the actors portraying the voices? How did you react when the first game's dialogue was found to be so unintentionally amusing by the English speaking population? We've found the 'b-movie' chatter of the sequel to be perfect and great fun to listen to!

SM: We did an audition. We chose our actors from two points: Do they act



well? And, do they match the image of the characters. With regard to the dialogue to the first series... are you trying to offend me? (Only joking!)

GFB: What are the effects in the game that you're most proud of? What effects were you least happy with?

SM: Didn't I tell you before that my favorite effect are our weapons!?

GFB: What rendering tools or packages were used in the creation of this game?

SM: O2 and Soft Image.

GFB: Who did the music for R.E.2? What are his/her credentials and what type of atmosphere were you trying for this time around?

SM: Mr. Ueda of our R&D team. He also worked on the previous series. The theme of the atmosphere is desperation.

GFB: What different sound effects were implemented into the finished game? How did you make all the gruesome sound effects (did you hit melons with hammers for example)? What's your favorite spot-effect? How many channels of sound does R.E. 2 *use?*

SM: For example, there are



sound of footsteps, gun shots, moaning of zombies, etc. How to make them is... a secret. We can tell you though, that we do not use the primitive yet unique method of crushing melons with hammers! My favorite sound effect are the gun shots. How many channels we use is also a secret!



The Biohazard 2 (Resident Evil 2) Development team.

GFB: Did you use motion-capture animation for the humanoid creatures [zombies, et cetera]?

SM: We used Motion Picture Animation in the movie part, but not in the game.

GFB: What artificial intelligence was used on the enemies you meet, and how advanced was it? What abilities do enemies have that hasn't been seen before?

SM: The new ability of the enemy is mutation.

GFB: What secrets are you most excited about people discovering? How many secrets are there in total? How long did they take to implement? How many different paths can you take (in all four versions of the game)?

SM: There are very many secrets in the game. I look forward to having the "extra game" being discovered by the players. The time needed to implement depends on the individual, but if you play it for the first time it may take around 10 hours to clear one version. There is only one path for each version.

GFB: Have you pushed the PlayStation to the limit with R.E.2? Can we see R.E.2 on any other platform? Can we see a R.E.3?

SM: Yes, I think I have nearly pushed the PlayStation to the limit. The production of *Resident Evil 3* is not yet decided.

GFB: What's the previous experience that the R.E.2 team has had? And what are you planning to start developing next?







SM: Our previous experience is *"Resident Evil"*. I plan to make something more fun.

GFB: What is your relationship with Sony? How helpful have they been in this project?

SM: Our relationship with Sony is good. They were cooperative.

GFB: What video-game developers do you admire the most? What other people in the entertainment industry do you admire? How about Bruce Campbell and the Sam Raimi Evil Dead movies? How popular are these type of 'cult' movies in Japan?

SM: Personally, I am extremely fond of Sam Raimi's Evil Dead series. "Horror Moves" are well accepted in Japan too.

GFB: What are your favorite video games of the moment and all-time?

SM: My game of the moment is *Mega Man Dash* (Capcom) and my game of all-time is *Legend of Zelda* (from SNES).

GFB: Please run through a normal daily routine for the staff of R.E. 2 during it's production.

SM:
9:00 to 12:00 Work
12:00 to 13:00 Rest
13:00 to 17:30 Work
17:30 to 19:00 Rest
19:00 to 21:00 Work
Back to home for sleep.

Everyone at GameFan is enjoying our close relationship with Capcom, and we thank you for taking time out of your busy schedule to speak to us. Thank you very much. - David S J Hodgson.



Just one of Capcom Japan's Research and Development Buildings.

Leon's Scripts

Some minor improvisational changes to the script may have occurred at the voice recording level.

UNCUT ORIGINALS

LEON A FINAL SCRIPT
[SCENARIO 6]
COP B
Wait! Get back here!
LEON
No, don't...!
LEON
Why...
COP B
Oh no... aaagh!
[SCENARIO 9]
LEON
Oh man... Somebody messed you up...
COP C
(In a weak voice)
Wh... who're you?
(Moans)
You must be the new guy... Leon... Sorry, but it looks like your party's been canceled.
LEON
What happened?
COP C
They're everywhere! All over the city... Zombies.
LEON
Uh, did you just say zombies?
COP C
About two months ago, there was this incident involving these zombie-like creatures in a mansion located in the outskirts of this city. Chris and the other S.T.A.R.S. members discovered that Umbrella was behind everything. They risked their lives to reveal the truth, but no one believed them.
Not long after that... All this started to happen... Uhhh...
LEON
Easy there...
COP C
I don't think I'm gonna make it. Leon, if I die, you have to shoot me in the head. If you don't... I'll turn into one of them...
LEON
No way. Listen... Everything's going to be alright.
COP C
No! If you don't, I'll become one of them. You can't let that happen!
LEON
Don't talk like that... Hey!
LEON
No... I can't do it. I can't shoot a fellow officer in the head like this.
[SCENARIO 12]
CLAIRE
Leon!
LEON
It's good to see you're still among the living. It looks like we're not going to find your brother here after all, so there's no reason for us to stay any longer than necessary. Let's split up, look for any survivors and get out of here.
CLAIRE
Right.
LEON
One last thing: Here's a radio, take it. That way we can keep in touch if anything happens.
CLAIRE
I can't believe what's happening to the city...
[SCENARIO 13]
LEON
Hold your fire!
ADA
(Nonchalantly)
Sorry about that. When I saw the uniform, I thought you were another zombie...
LEON
Wait a minute! Who are you?
ADA
Ada Wong.
LEON
And what are you doing here?
ADA
I'm looking for some guy named Ben. He's one of those reporter types; always looking for a scoop. I heard he was locked up in the cell block, only there's a wrecked car barring the entrance. I've been trying to find another way inside.
LEON
Ada, wait!
*(He pulls out the receiver)
Do you read me Claire? We now have access to the back of the parking lot.
CLAIRE
(V/O)
Got it. I'm on my way.
[SCENARIO 14]
LEON
Let me guess: you must be "Ben," right? Get up. Now.
BEN
What do you want? I'm trying to sleep here!
LEON
Is this the guy?
ADA
Ben? You told the city officials that you knew something about what's been going on, didn't you? What did you tell them?
BEN (Alt)
And who the heck are you?
ADA
Just listen to me for a minute...
I'm trying to find my boyfriend. His name's John. He was working for a branch office of Umbrella based in Chicago but he suddenly disappeared 6 months ago. I heard a rumor that he's here in this city...
BEN
I don't know anything. And even if I did, why would I want to tell you?
LEON
Okaay... I say we leave him in there. Does anyone know where they put the key to this cell?

BEN
I have it right here, "officer." I took it from the prison guard. But I'm not about to leave this cell. Those zombies aren't the only things crawling around out there. There's something else out there. Something big.
LEON (Alt)
What was that?
BEN
Like I said, I'm not leaving this cell...
[SCENARIO 16]
BEN
Get out of here before you lead it right to me!
LEON
Hey, I'm not going anywhere. I'm the only cop left alive in this building!
BEN
What!?
LEON
Look; if you want to live, then you're gonna have to leave with me.
BEN
But... Do you even know how to get out of the city? There's a kennel in the back of the building. Inside the kennel is a manhole. Go through and it will lead you to the sewer entrance. But, it won't be easy.
ADA
Alright. I'm going.
[SCENARIO 18]
LEON
Ada..?
ADA
You think we can get upstairs through this shaft?
ADA
Give me a boost. I'll go and check.
[SCENARIO 20]
LEON
Ada!
[SCENARIO 22]
LEON
Are you all right? What happened back there?
ADA
I was attacked by a monster and escaped here
BEN
Yaaaaarrhhh!
LEON
What was that?
ADA
Wasn't it Ben? We should go check...
[SCENARIO 23]
BEN
One long scream. (Aliens)
[SCENARIO 25]
LEON
Ben! Can you still hear me? C'mon! Answer...
BEN
Agh...Sonnuva... It came out of nowhere...
BEN
My chest...it's burning!
Arrghh!
LEON
What's wrong!?
ADA (Alt)
What was that!?
LEON
Hang in there Ben!
BEN
Damn... I don't believe this... I almost got the story... You wanted information from me? Here's what I found.
BEN
That's a copy of the orders addressed to the chief of police by the director of Umbrella's chemical plant: William Birkin.
[SCENARIO 27]
BEN (Alt)
Ha ha... Bitter irony... The chief of police a co-conspirator... Get that scum... Make him pay...
LEON
Ben!
BEN
Dying Sound.
LEON
Where're you going Ada!?
ADA
To the chemical plant. I have a feeling that's where I'll find John!
LEON
Ada, wait! Hey!
(Pulls out the transceiver.)
Claire, come in.
CLAIRE
Claire here.
LEON
I'm getting out of here and heading to the sewer. Can you meet me there?
CLAIRE
I'm on my way.
[SCENARIO 29]
LEON (Alt)
What was that all about?! Running off like that was reckless and stupid! Those zombies are everywhere, not to mention that thing that got Ben...
ADA
I was there Leon, I know.
LEON
Look Ada, as an officer, it's my job to look out for you. But we're not going to get through this alive if we don't work together, okay?
ADA
Alright... We'll do this your way for now.
[SCENARIO 31]
LEON
C'mon, let's go. And stay with me this time.
LEON
Heads up!
ADA
Leon!
[SCENARIO 32]
ANNETTE
Don't move. You're the one who was with that cop, if I'm not mistaken. Identify yourself!
ADA
Ada... Ada Wong.
ANNETTE
Ada Wong? I've heard the name before... Ah. You're John's girl. The one who came in from Chicago to assist in the development of T-virus back at the old mansion.
ADA
How did you know!? Who are you!?
ANNETTE
Annette Birkin. My husband is the man responsible for the creation of the T-virus: William Birkin.
ADA
What!?
ANNETTE
John's dead. He became one of those zombies. My condolences. And although I regret this, you will be joining him shortly. I won't let anyone take the G-virus away from me.
ADA
G-virus?

ANNETTE
It's capable of creating the ultimate bio-weapon. It's potential is even greater than that of the T-virus'.
ADA
Then that must mean the creature in the police department is...
ANNETTE
Precisely. My husband William. And it's all Umbrella's fault! None of this would have happened if they hadn't tried to steal his research away from him.
[SCENARIO 36]
ADA
So those rats were the carriers of the virus?
ANNETTE
As a result of his virus-induced transmutation, William should have lost any prior memories he had as a human by now. Even worse, every G-virus bio-weapon, including William, has the ability to implant embryos into other creatures...
ADA
...and create offspring. No...
ADA
Too bad!
[SCENARIO 38]
LEON
uhhhhhaa... Ada!
[SCENARIO 39]
LEON
Ada!
ADA
Leon!

LEON
Uhhh... This bullet wound isn't making things any easier...
ADA
Quiet, Leon. I'll patch you up.
ADA
That's two I owe you...
LEON
Don't mention it.
ADA
I just found out; John's dead.
LEON
What?!
ADA
Never mind, there's nothing anyone can do about it. Let's just get out of here... The sooner the better.
[SCENARIO 45]
LEON (Alt)
What was that?!
[SCENARIO 46]
ANNETTE
D... Darling, please! Nooo!
[SCENARIO 48]
ADA
Ahhhhh!
LEON
Ada!
LEON
Ada! Can you hear me? C'mon, snap out of it...
ADA
L... Leon...
ANNETTE
My... Darling...
LEON
Don't die on me Ada...
LEON
Come on... Wake up!...Come on!
[SCENARIO 50]
LEON
Ada!? Where did she go?
[SCENARIO 52]
ANNETTE
You!
ANNETTE
You murdered my husband! I know what you're looking for. You came for the G-virus, didn't you! But you'll never take it from me. This is my husband's legacy!
ANNETTE
Now where's that spy you were working with earlier? You know who I'm talking about...
LEON (Alt)
What?
ANNETTE
You really don't know anything, do you? (Laughs) You're so gullible. She's one of the operatives sent here by the agency. The only reason why she came here is to obtain the G-virus.
LEON
That's a lie!
ANNETTE
No, it's the truth. I discovered this when I did a background check on her. She specifically got close to John and became his girlfriend to get information about Umbrella.
LEON
That can't be! I know her; Ada wouldn't do something like that!
ANNETTE
If you don't want to believe it, I don't really care. You're about to die anyway.
ANNETTE
W... what happened!?
ANNOUNCER
(V/O)
The self-destruct system has now been activated. This sequence may not be aborted. All remaining personnel should evacuate the premises immediately.
[SCENARIO 54]
ANNETTE
This must be her doing... That tramp must have activated the self-destruct sequence!
ANNETTE
Ah... What's... happening to me?
LEON
Annette!
LEON
Wha... What are you doing!?
ADA
You know what this is about. So just hand over the G-virus...
LEON
I don't believe this. Annette was right. About everything...
ADA
That's why I told you to leave without me. But you wouldn't listen! Now hand it over... Don't make me shoot you!

LEON
You can't do that...
LEON
Ada!
ANNETTE
G... G-virus...
LEON
Hang in there!
ADA
L... Leon....
LEON
It's empty? I don't understand... What were you trying to do?
ADA
I.. don't know. I thought I was cold-hearted. That I could separate myself from my emotions...But I couldn't bring myself to...
LEON
Who are you!?
ADA
No one you should ever have cared about. L... Leon...
LEON
No...
ANNOUNCEMENT
(V/O)
Warning. There are 5(10) minutes until detonation. All remaining personnel should evacuate immediately.
LEON
Good-bye Ada...
[SCENARIO 56]
LEON
Claire!
CLAIRE
Hurry up Leon!
[SCENARIO 57]
LEON
Stay down!
CLAIRE
We made it... We survived...
LEON
Who's your friend?
CLAIRE
This is Sherry. She's William and Annette's daughter.
SHERRY
Claire...
LEON
Ada...
[SCENARIO GUNSHOP]
OWNER
Freeze!
Who are you! What are you doing here!
LEON
Hold your fire! I'm a human!
OWNER
(deep sigh of relief)
Sorry about that... I thought you were one of them...
LEON
What's going on in this town!?
OWNER
Hold on.
OWNER
I don't have a clue. By the time I noticed something was wrong, the entire city was infested with zombies...
OWNER
But you should be safe inside here. I'm keeping a close eye on things.
OWNER
Uwah! Stay back! Get out of here!
OWNER
Gyahhhh!
END

LEON B FINAL SCRIPT
[SCENARIO 1]
NARRATION
In the midst of the T-virus outbreak in Raccoon City, Claire Redfield succeeded in escaping from the city along with one of the only other survivors, a young girl named Sherry. However, behind their escape was the lone survivor of the Raccoon City Police Department, Leon S. Kennedy.
[SCENARIO 4]
LEON
What have we got here?
TRAILER TRUCK DRIVER
Nooooo! Get off me!!
TRAILER TRUCK DRIVER
(gasping for air)
TRAILER TRUCK DRIVER
That crazy wacko bit me! Dang it... I'm bleeding all over the upholstery!
LEON
Man... What a mess.
(shaking his head)
What could have done this...
LEON
What was that?
LEON
What are these things? Something ain't right here...
LEON
All right; that's far enough! Don't move!!
LEON
Noo!
LEON
He must be on something! That was a clean hit!
LEON
I'm running out of ammo here...
CLAIRE
Wait! Don't shoot!!
LEON
Get down!
LEON
Eat this freak!
LEON
We can't stay out here. Head to the police station; it'll be a lot safer.
LEON
(gasping)
LEON
There!
CLAIRE
Are you serious!?
LEON
Now, don't forget to buckle up.
CLAIRE
Okay.(sarcastic)
CLAIRE
What's going on?! I arrived in town, and the whole place went insane! You're a cop, right?
LEON
Yeah. First day on the job. Great, huh? Name's Leon Kennedy.
CLAIRE
Mine's Claire. Claire Redfield. I came to find my brother Chris.
LEON
Hey, could you open the glove box?
CLAIRE
Sure.
Uh, there's a gum inside.
LEON
Better take it with you. Ever used one before?
CLAIRE
I've seen enough bad action movies on dates.
LEON
You know what? I think that guy just ran a red light...
LEON
There it is.
LEON
What the!?
LEON
Power hit noise.
CLAIRE
Aaaaaaah!
LEON
Get off me!
CLAIRE
Leon, look out!
CLAIRE
Aaaaahhh.
LEON
Oh no!
LEON
Hang on!
CLAIRE
Ohhhhh...
LEON
Get ready!
CLAIRE
Uhhhh...
LEON
You okay?
CLAIRE
Still in one piece.
LEON
Hey...
LEON
That maniac's gonna ram us!
LEON
Run!!
LEON
Claire!?
CLAIRE
Leon!?
LEON
I'm okay! Head to the station! I'll meet you there!
CLAIRE
OK!
[SCENARIO 17]
LEON
Hey, wait!
LEON
You're a pretty good shot Ada. Especially...for a civilian...
ADA
How cute! That little girl must have dropped this. I think I'll hold onto it for her.
ADA
You think we can get upstairs through this shaft?
ADA
Give me a boost. I'll go and check.
[SCENARIO 19]
LEON
Ada!
[SCENARIO 20]
LEON
Ada! Where are you!?
[SCENARIO 22]
LEON
Hey, what happened? I was worried about you.
ADA
I was attacked by another one of those creatures. I barely made it out of there alive...
ADA
Hey, that sounds like...
LEON
Yeah. C'mon, let's check it out.
[SCENARIO 24]
LEON
Who are you!?
LEON
Ada, run!
LEON
Bad idea...
[SCENARIO 26]
BEN
Get... get away!
[SCENARIO 27]
LEON
Hang in there Ben!
BEN
Agh... Sonnuva... It came out of nowhere...
ADA
Ben...
BEN
You wanted information from me? Here's what I found.
BEN
That's a copy of the orders addressed to the chief of police by the director of Umbrella's chemical plant: William Birkin.
[SCENARIO 29]
BEN
Ha ha... Bitter irony... The chief of police a co-conspirator... Get that bastard... Make him pay...
LEON
Ben!
LEON
Where're you *going* Ada!?
ADA
To the chemical plant. I have a feeling that's where I'll find John!
LEON
Ada, wait! Hey!
[SCENARIO 34]
ANNETTE
Don't move. You're the one who was with that cop, if I'm not mistaken. Identify yourself!
ADA
Ada... Ada Wong.
ANNETTE
Ada Wong? I've heard the name before... Ah. You're John's girl. The one who came in from Chicago to assist in the development of T-virus back at the old mansion.
ADA
How did you know!? Who are you!?
ANNETTE
Annette Birkin. My husband is the man responsible for the creation of the T-virus: William Birkin.
ADA
What!?
ANNETTE
John's dead. He became one of those zombies. My condolences. And although I regret this, you will be joining him shortly. I won't let anyone take the G-virus away from me.
ANNETTE
Where did you get that pendant?! It looks exactly like the one I gave Sherry!
ADA
She dropped it. I've been holding onto it for her.
ANNETTE
Liar! Give it back to me!
ANNETTE
No!
[SCENARIO 35]
ADA
This is the G-virus sample!?
[SCENARIO 42]
LEON
Welcome back...
LEON
Hey... take it easy. We're inside Umbrella's secret lab. I'll go find something to treat that wound, so just rest here in the meantime...
ADA
But... I'll only slow you down with these injuries. Go... Save yourself.
LEON
Is it just me, or does everybody always ignore what I say? I told you it's my job to look after you.
ADA
But you'll be in danger if you stay with me... I know I've only known you for a short period of time, but I really enjoy being with you.
LEON
I... I... I...
ADA
I know I'm not capable of caring about anyone, but I don't want to lose you...
LEON
We're leaving this place together... Wait here for me; I'll be right back.
[SCENARIO 44]
ANNETTE
Now where's that tramp you were working with earlier? You know who I'm talking about...
LEON
Wha...?
ANNETTE
You really don't know anything, do you?
(laughs)
You're so gullible. She's one of the agents hired by the organization. The only reason why she came here is to obtain the G-virus.
LEON
That's a lie!
ANNETTE
I'm afraid it's quite true. I found out for myself when I did a background check on her. She specifically got involved with John to obtain more information about Umbrella's research. But since she's not here, I'm guessing that she discovered the G-virus sample in the pendant. She's probably long gone by now!
LEON
That can't be right... I know her; she wouldn't do something like that!
ANNETTE
It doesn't matter who you choose to believe, because I'm going to kill you anyway!
ANNETTE
Aaaaahh!
[SCENARIO 45]
ADA
Run!
LEON
Ada!
ADA
The G-virus!
LEON
Ada!
ADA
(gasping)
L... Leon...
LEON
I have to know. Is it true what Annette said?
ADA
R... run! Destroy the lab and escape... Hurry!
LEON
Come and get me, you bastard!
LEON
Come and get me!
[SCENARIO 48]
ADA
(gasping)
L... Leon, please... Escape...
LEON
No! We're a team! I can't just leave you behind!
ADA
I'm just a woman who fell in love with you. Nothing more... Uhh...
LEON
Noooooo!
[SCENARIO 51]
LEON
Sherry? I've come to get you out of here! Claire is waiting for you.
SHERRY
Claire!?
[SCENARIO 52]
LEON
Hurry! Jump!
CLAIRE
Hold on!
SHERRY
C... Claire!
CLAIRE
What was that!?
LEON
Something must have escaped from the lab! It's inside the train!
CLAIRE
No!
SHERRY
Claire!
LEON
Maybe if we hit it from both directions... You take it from the rooftop?
CLAIRE
No problem. But first; take this with you.
CLAIRE
Since we only have one round each, save it for the finishing blow. It's sure to do some major damage.
LEON
Right.
CLAIRE
Now Leon! Let's finish this thing off!
On three! One... two... three!
LEON
Release the coupling!
LEON
It's over... .
CLAIRE
No. I have to find my brother.
LEON
You're right. This is just the beginning...
END

Claire's scripts

UNCUT ORIGINALS

CLAIRE A FINAL SCRIPT
[SCENARIO 1]
NARRATION
A bizarre incident occurred in the outskirts of an American suburb called "Raccoon City"... It was later revealed that the terrible disaster had been caused by the T-virus; a mutagenic-toxin created by the international enterprise "Umbrella Inc." for use in bio-weapon experiments.
NARRATION
The Raccoon City police department's special S.T.A.R.S. unit immediately began investigation in the affair. The case was apparently closed thanks to the efforts of S.T.A.R.S. members Chris Redfield and Jill Valentine...
NARRATION
But the Umbrella corporation's experiments were far from finished.
[SCENARIO 5]
CLAIRE
(Sigh)
I'm finally here.
TRAILER TRUCK DRIVER
Nooooo! Get off me!!
TRAILER TRUCK DRIVER
(gasping for air)
TRAILER TRUCK DRIVER
That crazy wacko bit me! Dang it... I'm bleeding all over the upholstery!
CLAIRE
Hellooo...
Is anyone here?
Hello?
CLAIRE
Uh... hello?
CLAIRE
(Gasp)
CLAIRE
What the!?
Hey... What's wrong?!
CLAIRE
Look, I'm sorry I bothered you. Okay?
Just don't come any closer. Are you listening!?
CLAIRE
Ah!
CLAIRE
Um... see ya!
CLAIRE
Aaaahhhh!!
CLAIRE
(Running Noises)
CLAIRE
Oh!!
CLAIRE
Wait! Don't shoot!!
LEON
Get down!
LEON
Eat this freak!
LEON
We can't stay out here. Head to the police station; it'll be a lot safer.
LEON
(gasping)
LEON
There
CLAIRE
Are you serious!?
LEON
Now, don't forget to buckle up.
CLAIRE
Okay.(sarcastic)
CLAIRE(Alt)
What's going on?! I arrived in town, and the whole place went insane!
You're a cop, right?
LEON
Yeah. First day on the job. Great, huh?
Name'S Leon Kennedy.
CLAIRE
Mine's Claire. Claire Redfield.
I came to find my brother Chris.
LEON
Hey, could you open the glove box?
CLAIRE
Sure.
Uh, there's a gun inside.
LEON
Better take it with you. Ever used one before?
CLAIRE
I've seen enough bad action movies on dates.
LEON
You know what? I think that guy just ran a red light...
LEON
There it is.
LEON
What the!?
LEON
Power hit noise.
CLAIRE
Aaaaaaah!
LEON
Get off me!
CLAIRE
Leon, look out!
LEON
You okay?
CLAIRE
Still in one piece.
CLAIRE
Hey... Look out!
LEON (Alt)
That maniac gonna ram us!
LEON
Run!!
LEON
Claire?
CLAIRE
Leon!
LEON
I'm okay. Head to the station! I'll meet you there!
CLAIRE
OK!
[SCENARIO 6]
COP B
Wait! Get back here!
CLAIRE
No, don't...!
CLAIRE
Nooo...
COP B
Get... Off me!! Argh!
[SCENARIO 10]
CLAIRE
Hang in there! Are you the only officer left in the building?
COP C
(In a weak voice)
Wh... who're you?
CLAIRE
Claire... Claire Redfield. I'm looking for my brother Chris.
COP C
We lost contact with him over 10 days ago. Chris, Jill, Barry... Every last S.T.A.R.S. team member has disappeared. We should've listened to them...
CLAIRE
What happened?
COP C
About two months ago, there was this incident involving these zombie-like creatures in a mansion located in the outskirts of this city. Chris and the other S.T.A.R.S. members discovered that Umbrella was behind everything at the risk of their own lives, but no one believed them.
CLAIRE
Umbrella?
COP C
None of this would have happened if we had only listened to them... The whole town is finished...Overrun by zombies... Escape now while you still can. Hurry. Uhh...
CLAIRE
Just relax; you're gonna be okay...
[SCENARIO 13]
LITTLE GIRL (Sherry)
Aaaah! Help me!
CLAIRE
Wait! Come back...
LEON
Claire! You made it!
CLAIRE
Yeah...
Did you just see a little girl run by here? About ten years old?
LEON
Yeah, you just missed her. Who is she?
CLAIRE
I don't know. But we can't leave her here. It's too dangerous. Would you help me look for her?
LEON
Of course. But, before I forget, here is a radio. That way we can keep in touch if something comes up.
[SCENARIO 17]
BRIAN
Oh, I'm terribly sorry... I thought you were another one of those zombies.
CLAIRE
Are you Chief Irons?
BRIAN
Yes.. That's me. And just who are you? No... Don't bother telling me. It makes no difference. You'll end up just like all the others...
BRIAN
That's the mayor's daughter. I was told to look after her, but I failed miserably.
BRIAN
Just look at her. She was a true beauty. Her skin nothing short of perfection. But it will soon putrefy and she will turn into a zombie within the hour like all the others...
CLAIRE
There must be some way to stop it...
BRIAN
In a manner of speaking, there is. Either by putting a bullet through her brain, or by decapitating her completely...
BRIAN
And to think that taxidermy used to be my hobby. But no longer... Please; I'd really like to be alone now.
[SCENARIO 18]
CLAIRE
Wait!
(She grabs SHERRY)
SHERRY
Let me go!
CLAIRE
Easy, easy... I'm not a zombie. You're safe now.
SHERRY
Crying Noise.
CLAIRE
Leon, come in. I found the girl. And I've cleared the wreckage that was blocking the corridor.
LEON
Got it.
CLAIRE
My name's Claire. What's yours?
SHERRY
Sherry.
CLAIRE
Do you know where your parents are?
SHERRY
They both work at the Umbrella chemical plant near the city limits.
CLAIRE
The chemical plant? Then... What are you doing here?
SHERRY
My mom called and told me to go to the police station because it was too dangerous to stay at home.
CLAIRE
From the look of things, I'd say she was probably right, but it's dangerous here as well. You'd better come with me.
SHERRY
But there's something out there! I don't know what it is, but I saw it... much larger than any of those zombies, and it's coming after me!
CLAIRE
What was that!?
SHERRY
That's what I was telling you about! It's here!
CLAIRE
Sherry, wait!
[SCENARIO 19]
CLAIRE
Chief!?
[SCENARIO 20]
CLAIRE
Sherry! I was worried about you...

SHERRY
I'm sorry I ran off, but I was really scared.
SHERRY
I think I see something. I'll go and check.
CLAIRE
Wait! Don't go there! It's dangerous.
[SCENARIO 21]
SHERRY
Aaaah! Help me!
CLAIRE
I'll be right there Sherry! But you have to unlock the door for me.
CLAIRE
Run Sherry! Wait for me in the chief's room!
[SCENARIO 22]
SHERRY
I'm glad to see you're safe Claire.

CLAIRE
We're both safe now.

SHERRY
It must be down there!

[SCENARIO 23]
BRIAN
H... Help me! Gaaahhh!

[SCENARIO 24]
SHERRY
Claire!
CLAIRE
I'm going down there. Stay here and wait for me, okay?
[SCENARIO 28]
SHERRY
Claire! You came back!
CLAIRE
(to herself)
I can't believe the man who developed the G-virus is actually her father...
SHERRY
What's wrong Claire?
CLAIRE
It's nothing...
But I think I found a way out of here. We should be able to find someplace safe if we can just make it out of town.
SHERRY
But...
CLAIRE
Don't worry, I'll protect you; I promise. But you have to make sure you don't leave my side.
(pulls out her transceiver)
Leon, are you still there? We're leaving.
LEON
Are you crazy!? The streets are still crawling with zombies!
CLAIRE
It'll be alright, trust me. We've found a way to the sewer. Follow us later.
LEON
Claire, wait! Claire!!
LEON
Claire, Claire... Wait, wait! Man, why doesn't anyone listen to me?
[SCENARIO 32]
CLAIRE
C'mon, let's get out of here.
SHERRY
Claire!?
CLAIRE
Run!
[SCENARIO 33]
CLAIRE
Sherry? Where are you!?
Sherry!
SHERRY
Claire! I'm here!
[SCENARIO 35]
SHERRY
Aaaaahhh!
SHERRY
C... Claire...
[SCENARIO 36]
CLAIRE
Where is she...?
[SCENARIO 37]
ANNETTE
Who are you!?
Oh I see... Another spy sent by Umbrella, right? Let me guess... You're here to steal my husband's G-virus, aren't you!? You are tenacious, I'll give you that!
CLAIRE
Husband... Then you must be Annette... Sherry's mother?!
ANNETTE
What?!
CLAIRE
Sherry's wandering around alone in the sewers. You have to help me find her!
ANNETTE
That's impossible! I told her to go to the police station. What's she doing here!? William will be after her!
CLAIRE
William?!
ANNETTE
That's right.
The creature that's been causing all this destruction is none other than my own husband...
[SCENARIO 38]
ANNETTE
In an attempt to steal my husband's creation, the Umbrella headquarters utilized infiltration agents.
My husband...(began)
SPY LEADER
There he is!
SPY LEADER
Hold your fire! You might hit the iGi samples.
SPY LEADER
Alpha Team here. Mission accomplished; We have the samples. Content has been verified - situation normal.
SPY B
This is Bravo team. We've found a woman. Orders?
SPY LEADER
Leave her. Our primary objective here was to obtain the samples. And now our only priority is to bring them back intact. We'll rendezvous at the meeting point.
ANNETTE
William!! Oh my... You're bleeding all over the place! Hold on darling!
WILLIAM
They've taken my... my G-virus... We must get it back... Can't let them have it...
ANNETTE
I'm taking care of that bullet wound first... Stay here!
ANNETTE
Recovering the sample was more important to him than his own life, so...
SPY LEADER
Objective completed: we've successfully retrieved the iGi samples. We'll be at the extraction point on schedule. .
SPY LEADER
The samples are intact.
SPY LEADER
T and G both appear to be stable.
[SCENARIO 39]
CLAIRE
Are you telling me that he injected the G-Virus into his own body?

ANNETTE
(Nodding)
The G-virus has the ability to revitalize cellular functions...
[SCENARIO 40]
SPY LEADER
.. No! It's not possible!
SPY B
Arrrrgh...!
SPY B
Urrrrgg...!
SPY LEADER
Breathing noises
SPY LEADER
Gyaaaahhhhhhh....(Long scream)
[SCENARIO 41]
CLAIRE
So those rats were the carriers of the virus?
ANNETTE
As a result of his virus-induced transmutation, William should have lost any prior memories he had as a human by now. I tried to save him, but I'm afraid it's already too late...
CLAIRE
But...
ANNETTE
And that's not even the entire story. Every G-virus bio-weapon, including William, has the ability to implant embryos into other life forms... That's why he's after Sherry.
CLAIRE
What are you trying to say!?
ANNETTE
The bodies of individuals with non-related genetic coding are likely to reject the embryo. But since Sherry is his daughter, that possibility is non-existent. It's an inherent survival instinct.
SHERRY
Aaaah!
CLAIRE
It's Sherry!
[SCENARIO 42]
SHERRY
Help me!
(she faints)
[SCENARIO 43]
CLAIRE
You go that way!
[SCENARIO 44]
CLAIRE
C'mon... Wake up Sherry!
SHERRY
(she clings to CLAIRE)
My stomach.., it hurts...
CLAIRE
Don't worry. You'll be fine...
CLAIRE
Come on, let's go...
[SCENARIO 49]
SHERRY
(clutching her stomach)
Claire, my stomach... my stomach hurts...
CLAIRE
Hang in there Sherry...
Her forehead's burning up...
I've got to hurry before the embryos pupate...
Stay here; I'll be right back.
ANNETTE
D.... Darling...
(She disappears.)
[SCENARIO 50]
SHERRY
Moaning sounds.
CLAIRE
Stay with me Sherry.
[SCENARIO 51]
SHERRY
Claire?
CLAIRE
Oh... You're finally awake.
SHERRY
(looking at her outfit)
Isn't this...?
CLAIRE
That's OK. You keep it.
I'm sure it'll keep you safe.
SHERRY
Thank you Claire. Even though I'm an only child, neither of my parents ever spent much time with me because of their work. I grew up alone. But now that you're with me, I finally have someone to rely upon...
CLAIRE
Sherry...
CLAIRE
Rest here for a bit. I'll be right back as soon as I've found the antidote for you...
[SCENARIO 52]
CLAIRE
This must have been taken during happier times...
CLAIRE
W... what was that!?
ANNOUNCEMENT
(V/O)
The self-destruct system has now been activated. This sequence may not be aborted. All remaining personnel should evacuate the premises immediately.
[SCENARIO 54]
CLAIRE
Annette!
ANNETTE
You killed William! I'll never forgive you for that...
CLAIRE
Wait!
ANNETTE
I've just prepared a sample of the G-virus. And this time, no one will take it from me. This is the most significant piece of research my husband has ever left in my hands...
CLAIRE
Stop it! Sherry's in serious trouble. William implanted her with his embryos. There's no telling when they'll pupate. And if that happens, then Sherry won't...
ANNETTE
What!?
CLAIRE
(Attack Groan)
ANNETTE
No!
ANNETTE
The sample!
[SCENARIO 55]
ANNETTE
W... William... You're alive!
ANNETTE
Aaaaahhhh!
CLAIRE
What happened?!
ANNETTE
W...William is still alive. He's getting stronger with each skin he casts off...
(gasping)
S... Sherry.
CLAIRE
Tell me what I need to know! How can I save Sherry!?
ANNETTE
I have detailed information... Everything you need to know to prepare the antidote is right here...
ANNETTE
Save my daughter. A... and tell her I'm sorry I wasn't a better mother. Tell her I love her.... Sherry...
CLAIRE
Annette!
LEON
Claire!
CLAIRE
You're still alive!
LEON
Wha... What happened to her?
CLAIRE
It was that creature from the precinct. But it's too late for her. Leon, get Sherry from the Security Office and wait for me at the train.
LEON
Wait, where are you going!?
CLAIRE
Don't worry about me. Just hurry!
LEON
OK, got it.
ANNOUNCEMENT
(V/O)
Warning. There are 5(10) minutes until detonation. All remaining personnel should evacuate immediately.
[SCENARIO 57]
CLAIRE
Hold on!
SHERRY
C... Claire....
CLAIRE
It... It actually worked!
SHERRY
CLAIRE!
[SCENARIO GUNSHOP]
OWNER
Freeze! Who are you!
What are you doing here!
CLAIRE
Don't shoot! I'm a human!
OWNER
(deep sigh of relief)
Sorry about that babe... I thought you were one of them...
CLAIRE
What's going on in this town!?
OWNER
Hold on.
OWNER
I ain't got no clue, darlin. By the time I noticed something was wrong, the entire city was infested with zombies...
OWNER
But don't you worry girlie, you'll be safe in here. I'm keeping a close eye on things.
OWNER
Uwah! Stay back! Get out of here!
OWNER
Gyahhhh!(Long attack)
OWNER
Gyahhhh!(Short attack)
END

CLAIRE B FINAL SCRIPT
[SCENARIO 1]
NARRATION
In the midst of the T-virus outbreak in Raccoon City, Leon Kennedy succeeded in escaping from the city following his encounter with one of the only other survivors, a woman named Ada, a spy seeking the deadly G-Virus, however...
NARRATION
Leon was not the sole survivor of the incident. A girl named Claire Redfield was in town on business of her own. She came to uncover the mysterious circumstances of her brother's disappearance, Chris Redfield, a member of the S.T.A.R.S. Alpha Team. Only now, her mission has become quite simple; basic survival within the nightmare that was once Raccoon City.
[SCENARIO 25]
CLAIRE
Sherry... You're okay.
SHERRY
Yeah. I ran in here to get away from the monster.
[SCENARIO 28]
CLAIRE
Who are you!?
[SCENARIO 30]
BRIAN
(Maniacal laughter)
So, you finally showed up. I knew they'd send you eventually! But I won't let you have this head. It's mine! I'm adding it to my personal collection!
CLAIRE
Calm down, Chief! What happened!?
BRIAN
Shut up! After all my hard work for you, all you did was destroy my town!
CLAIRE
So it's true; you have been working with Umbrella all along. What is this G-virus? Tell me!
BRIAN
If you must know, it's the agent that can turn humans into the ultimate bio-weapons; superior to the T-virus in every way. Dr. William Birkin is the genius behind the project.
CLAIRE
William Birkin?
BRIAN
I'm sure you've already seen his little girl running around here somewhere... Sherry... Isn't it?
BRIAN
(Maniacal laughter)
In case you haven't already figured it out, the monster that's been tearing my precinct apart is yet another product of the G-virus. An ultimate bio-weapon!
BRIAN
You're dead!
I'll rip your head off and add it to my collection!
BRIAN
Noooooo!
CLAIRE
Hold on!
BRIAN
.. Help...
LEON
Come in Claire.
CLAIRE
Go ahead.
LEON
I'm getting out of here and heading to the sewer. Can you meet me there?
CLAIRE
Got it.
[SCENARIO 40]
CLAIRE
What happened!? You're bleeding!
LEON (Alt)
I ran into this woman who was in trouble. Her name's Ada.
Right after that, someone tried to kill me. Nearly succeeded too. Ada went after the sniper but I'm worried about her. You gotta find her before something happens...
CLAIRE
But you've been shot...
LEON
I'll be okay. It's Ada I'm worried about...
[SCENARIO 41]
ADA
Annette!
[SCENARIO 42]
ANNETTE
Who are you!?
SHERRY
Mom!
ANNETTE
Sherry! What are you doing here? You were supposed to stay at the police station.
SHERRY
Scream sound.
ANNETTE
It's you! Run Sherry! Run!
ANNETTE
Please! You have to help her... He's after Sherry's G-virus sample!
CLAIRE
G-virus!?
[SCENARIO 43]
CLAIRE
Get away from her!
[SCENARIO 44]
CLAIRE
Sherry, did your mom give you something called G-virus... Either a vial or a test tube?
SHERRY
G-virus? I've never heard of anything like that before...
CLAIRE
Are you absolutely sure? I think that man is after you because of something you have. If you give it to me, I'll hold onto it for safe-keeping.
SHERRY
But I really don't have anything. It's the truth!
CLAIRE
(To herself)
But why would her mom say something like that...
[SCENARIO 48]
CLAIRE
Stay here!
(CLAIRE gets off in the control room.)
[SCENARIO 49]
CLAIRE
C'mon, let's go.
[SCENARIO 50]
CLAIRE
Sherry? Here; take this and put it on. It will protect you.
CLAIRE
Wait here for me, okay? I'm going back to look for your mom.
SHERRY
Thanks Claire. Even though I'm an only child, neither of my parents ever spent much time with me because of their work. But now that you're with me, I finally have someone to rely upon...
CLAIRE
Sherry...
[SCENARIO 51]
CLAIRE
This must have been taken during happier times...
ANNETTE
Where's Sherry!?
CLAIRE
She's safe in another room for now... But I asked her and she's never even heard of the G-virus before.
ANNETTE
Which room!? Tell me!
ANNETTE
Sherry!
CLAIRE
No!
ANNETTE
The sample's inside the pendant Sherry's wearing!
[SCENARIO 53]
SHERRY
Help me Claire!
CLAIRE
He's after your pendant! The sample's inside! Get rid of it!
SHERRY
Claire!
ANNOUNCEMENT
(V/O)
The self-destruct system has now been activated. This sequence may not be aborted. All remaining personnel should evacuate the premises immediately.
[SCENARIO 55]
CLAIRE
Run Sherry!
[SCENARIO 56]
SHERRY
Mom! Mom!
CLAIRE
Oh no...
ANNETTE
(gasping)
Sherry... You have to escape. I know I've been a terrible mother, but I still love you... Forgive me...
(she dies.)
SHERRY
Mom!
CLAIRE
Sherry, we have to go now...
ANNOUNCEMENT
(V/O)
Warning: there are 5(10)five minutes until detonation. All remaining personnel should evacuate the premises immediately.
[SCENARIO 58]
CLAIRE
Hold on!
SHERRY
.. Claire!
CLAIRE
What was that!?
LEON
Something must have escaped from the lab! It's inside the train!
CLAIRE
No!
SHERRY
Claire!
LEON
Let's hit it from two directions...
I'll attack it from the roof top. But first, take this.
LEON
We have only one round each, so save it for the finishing blow. It's sure to do some major damage.
CLAIRE
Right.
LEON
Now Claire! Let's finish this thing off!
On three! One... two... three!
LEON
Release the coupling!
LEON
It's over...
CLAIRE
No, I have to find my brother.
LEON
You're right. This is just the beginning.
END

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CLAIRE

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Claire: Second Mission

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ED-ZONE

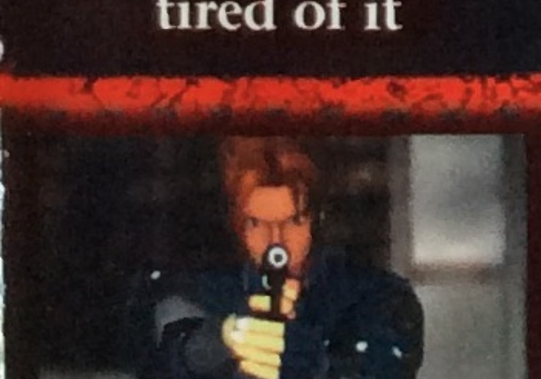
The total effort it took to put together this book you're holding is unbelievable. Our team of eight people worked like mad for weeks. There were many mornings that I looked at the other two writers in the building and thought that Capcom should have rendered their faces for a Zombie instead of the ones in the game (if you don't like that one, Frank... too bad!).

The writers weren't the only ones to kill themselves over this book. Our poor "MF" PlayStation was on its last legs going into this project, and I don't think it will survive the year. All the constant loadings it had to put up with as we played through four different versions of the game countless times have just driven a stake through that loyal machine.

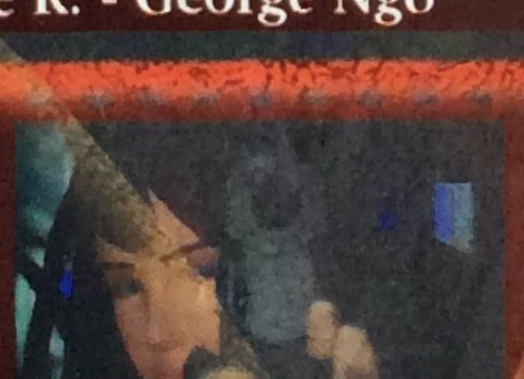
But we weren't the only ones working to the midnight hours. I'm sure the folks at Capcom deserve a hand for putting out this great game. There is so much to *R.E. 2* that I find myself still not tired of it (despite finishing Claire so many times that the ending music haunts me when I sleep (sleep? What's sleep?)). The two Remix games are quite different from the Standard games and Leon and Claire have different characters in their stories. All of this, combined with secrets like Brad Zwikker and the Unlimited Rocket Launcher/Submachine Gun give *R.E. 2* the highest replay value of any PlayStation game I've seen.

We probably wouldn't have been able to put out this book with our sanity almost intact if it weren't for the amusing breaks provided by *Goldeneye* (especially watching Jody dying), happy Christmas music (sorry, Arcade "the Scrooge" Bob), South Park ("Carry on"), and that Peanuts music CD (Yes, P. Ratt, you will burn for your comments).

Now, if you'll excuse me, I have to count how many knife stabs it takes to kill the first "G-Type" Boss in Claire R. - George Ngo







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Survival Horror Credits

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LEE, MOM & DAD, & THE ENTIRE GAMEFAN STAFF

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ITEMS INDEX

So, you've finished the Normal and Standard versions of *Resident Evil 2*... but did you get everything? Scan these two pages to see if you've picked up every item listed.

In case you missed an item, the quick reference page number shows you the first encounter with the item. Just flip to that page, and see what you've been missing.

Pictured Item: Every item you encounter in the game (except for the combinations of mixed herb).



37B / 81B

Eagle Medal
An eagle is etched on it.

The page number of the Standard and Reverse games where you first find the item.

A brief description of the item when you examine it.



19B / 60B

Blue Stone
Half of an animal is etched on the stone fragment.



48B / n/a

Base Vaccine
Vaccine cartridge processed with the activator.



9B / 60B

Blue Card Key
A plastic card. It reads: Hole 1F Electronic lock.



12B / 71B

Crank
The end is square-shaped.



30B / 57B

Acid Rounds
Grenade Acid Rounds for the M79 Grenade Launcher.



29B / 74B

Blue Stone
Half of an animal is etched on the stone fragment.



n/a / 67B

Bomb + Detonator
I can clear the wreckage away with this.



9B / 66B

First Aid Spray
This will completely restore my vitality.



28B / 72B

Golden Cogwheel
It's gold-plated. It looks like a large clock cog.



20B / 67B

Chief's Diary
A diary.



11B / 64B

Chris' Diary
A diary.



25B / 70B

Club Key
It's in the shape of a club.



40B / n/a

Control Panel Key
The letter "D" is etched on the key ring.



22B / n/a

Cord
A cord to connect wires on small electric devices.



34B / 71B

Blue Herb
Special herbs that grow in the Raccoon City region.



18B / 66B

Detonator
It's a charge detonator. It's useless by itself.



16B / 65B

Diamond Key
It's in the shape of a diamond.



37B / 81B

Eagle Medal
An eagle is etched on it.



22B / 66B

Eagle Stone
A six inch stone with an eagle etched on it.



18B / 65B

Film
I can't tell what's on the film until I develop it.



6B / 65B

Bow Gun
A powerful Bow Gun primarily used to hunt large game.



18B / 71B

Bow Gun Bolts
Compact iron bolts that can be used with the Bow Gun.



13B / 68B

Flame Rounds
Grenade Flame Rounds for the M79 Grenade Launcher.



9B / 53B

Green Herb
Special herbs that grow in the Raccoon City region.



42B / 90B

Fuse Case
A case for industrial fuses. It's been designed for superconductor fuses.



11B
55B

M79 Grenade Launcher
Various rounds can be used. Made in the U.S.A.



18B
70B

Grenade Rounds
Grenade Bearing Rounds used for the M79 Grenade Launcher.



n/a
n/a

Hand Gun
Browning HP. Manufactured by FN, Belgium.



6B
51B

Hand Gun Bullets
9x19 parabelum rounds for the Hand Gun.



20B
67B

Heart Key
It's in the shape of a heart.



20B
67B

Control Panel Key
The letter "U" is etched.



n/a
75B

Jaguar Stone
A six inch stone with a jaguar etched on it.



n/a
n/a

Knife
A combat knife. It could come in handy...



45B
90B

Lab Card Key
It looks like a card key for lab access.



43B
90B

Lab Security Manual
A manual.



14B
61B

Lighter
An oil lighter.



n/a
1B

Cabin Key
I can access to the cabin in the rear.



30B
75B

Mail to Chief
Mail.



11B
65B

Mail to Chris
Some mail.



42B
90B

Main Fuse
I can restore the power in the Lab with this.



18B
66B

Memo to Leon
A memo.



48B
n/a

MO Disk
The label says "For Cargo Room Verification."



n/a
93B

Master Key
It looks very important.



17B
62B

Operation Report 1
A Report.



9B
n/a

Operation Report 2
A report.



12B
61B

Patrol Report
A report.



18B
65B

Plastic Bomb
Enough C4 to clear the wall but it needs a detonator.



9B
61B

Police Memorandum
A memo.



n/a
92B

Power Room Key
It looks unique. Now I can access the power room.



26B
70B

Red Card Key
A plastic card. It reads: Weapon Storage.



13B
58B

Red Herb
Special herbs that grow in the Raccoon City Region



10B
62B

Red Jewel
A Blood-Red jewel about the size of a fist.



14B
54B

Secretary's Diary A
A diary.



20B
67B

Secretary's Diary B
A diary.



n/a
95B

Joint N Plug
High power plug. Used to activate large generators.



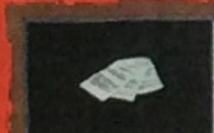
13B
73B

Serpent Stone
A six inch stone with a snake etched on the side.



37B
81B

Sewer Manger Diary
A diary.



34B
77B

Sewer Manager Fax
A Fax.



12B
56B

Spade Key
It's in the shape of a spade.



39B
83B

Spark Shot
High voltage gun to repel experimental animals.



n/a
95B

Joint S Plug
High power plug. Used to activate large generators.



27B
89B

Mac-11 Sub Machine Gun
It uses DOT380 rounds.



11B
54B

Unicorn Medal
Something is engraved on the back.



43B
90B

User Registration
A paper.



48B
n/a

Vaccine
I can save Sherry with this.



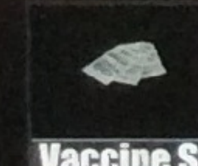
48B
n/a

Vaccine Cartridge
Used to create the vaccine. I need the base vaccine first.



n/a
94B

Platform Key
I have to hurry and get the train operational!



46B
n/a

Vaccine Synthesis
Instructions for synthesis of "G" Virus vaccine.



15B
57B

Valve Handle
I can open/close the valves with this.



27B
72B

Watchman's Diary
A diary.



38B
83B

Weapon Box Key
An odd shaped key. Umbrella's logo is on the key ring...



33B
80B

Wolf Medal
A wolf is etched on it.



8B
51B

Ink Ribbon
I can type in my progress with this.

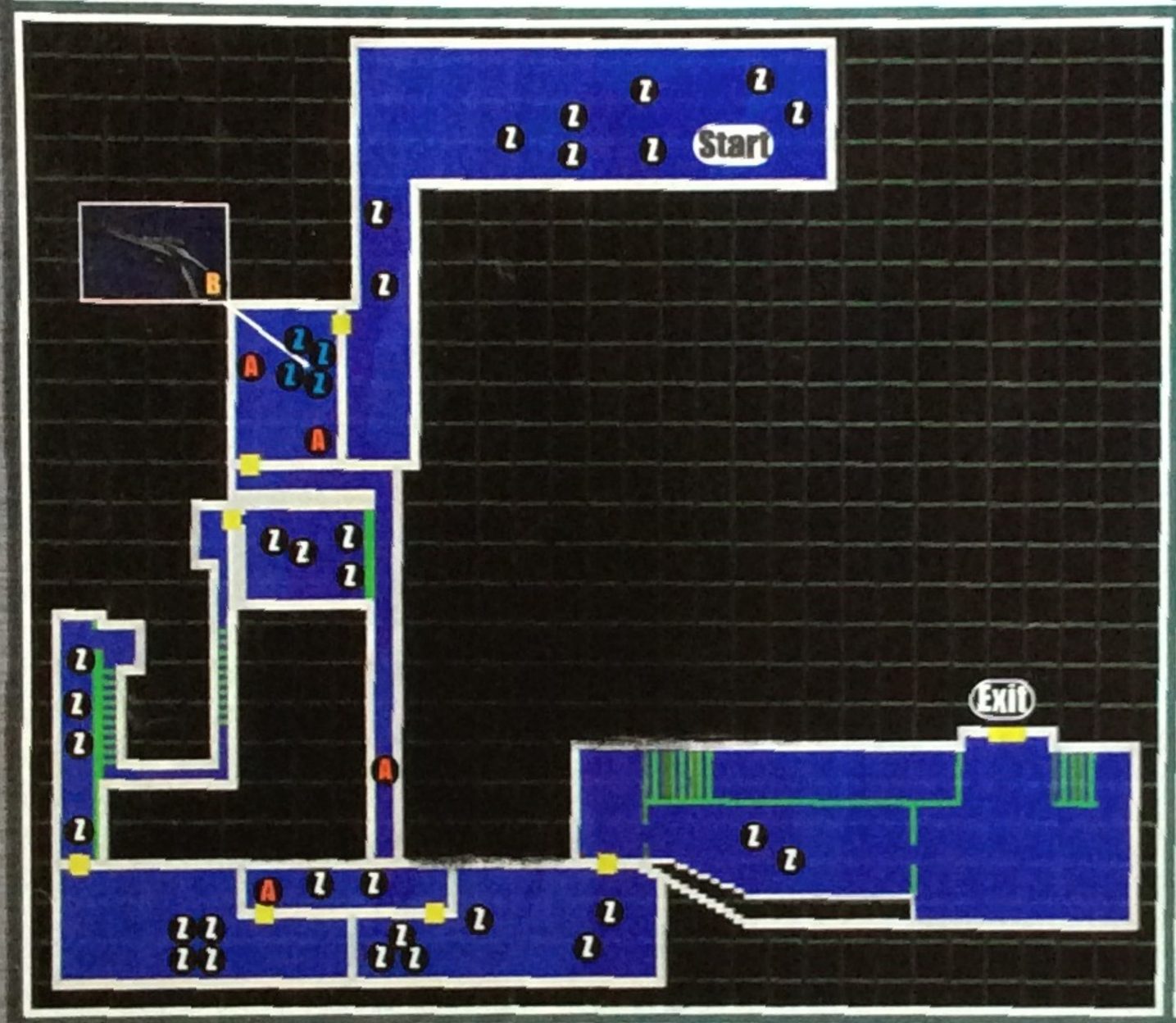
Raccoon City

Survival Horror Tactics

Your journey begins in Raccoon City, which has seen better days. Fires rage everywhere and zombies stalk the streets. The situation looks pretty bleak; you'd better find a place of safety and regroup.



Raccoon City Map



Items Key

A x4 Hand Gun Bullets

B x1 Bow Gun

Key

Z - Zombie

Z - Surprise Zombie



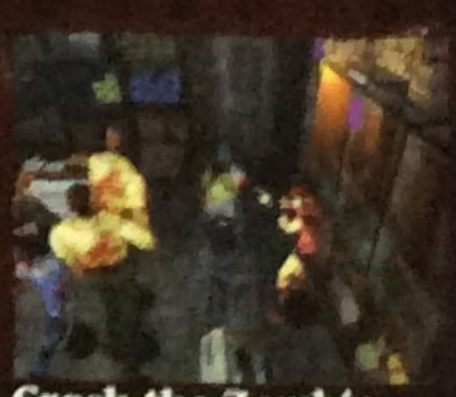
When the game starts, flee from the zombies as soon as you can move, because they're hungry for human flesh. Run between the narrow gaps which separate your undead pursuers. Down the alley, you'll find a Gun Shop.



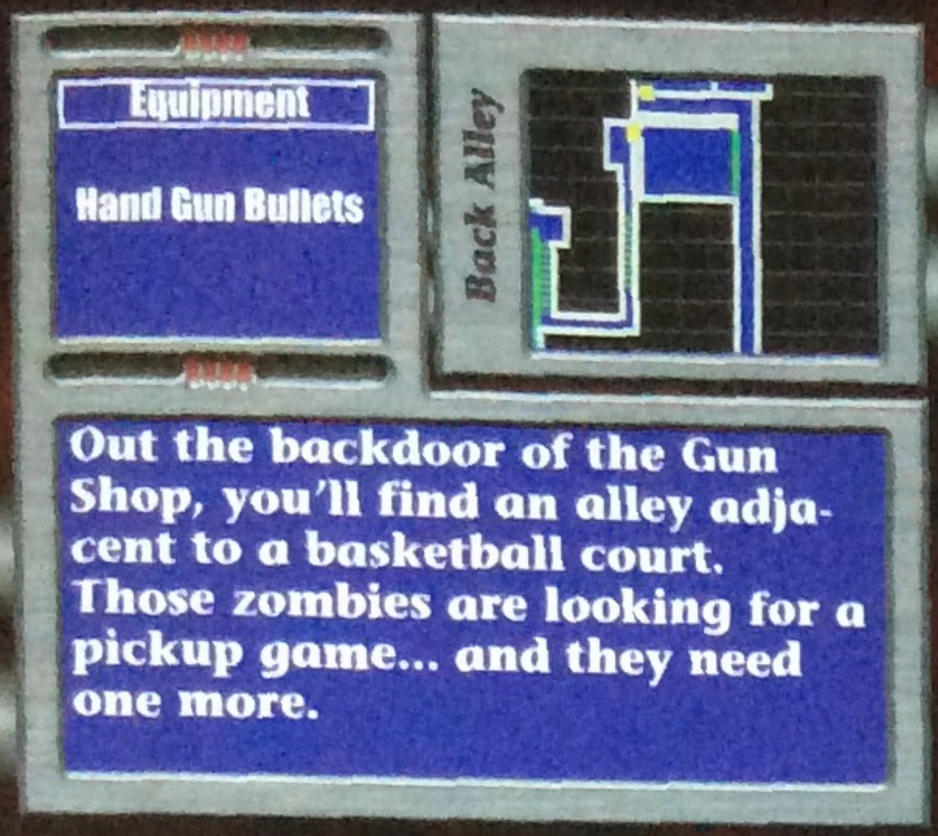
Will this nightmare ever end? The Gun Shop is your only hope to take a breather. It's should be safe, right? Well...



He's not much for first impressions, but Tony will break the ice soon enough. Too bad the zombies will also. Look around while it is still safe.



Crash the Zombie Party with your Hand Gun by shooting from behind the safety of the counter. Then collect the remaining items especially Tony's Bow Gun which you can lift from his corpse.



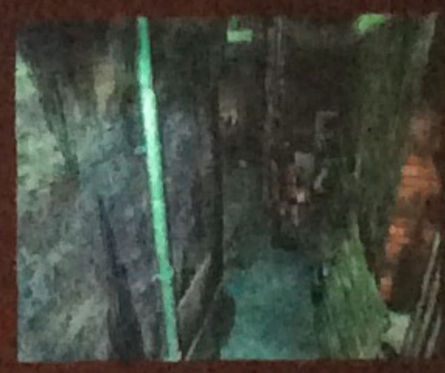
Out the backdoor of the Gun Shop, you'll find an alley adjacent to a basketball court. Those zombies are looking for a pickup game... and they need one more.



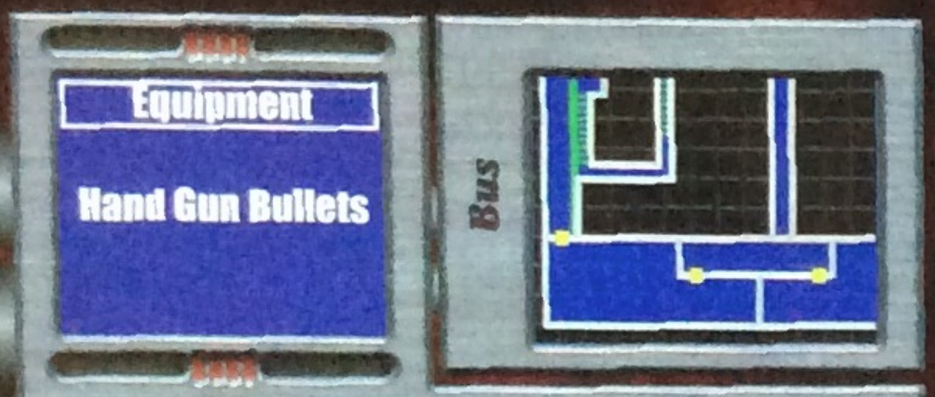
Claire's not much of a hoops fan, so run past the court to the ambulance at the end of the alley which holds Bullets for your Hand Gun.



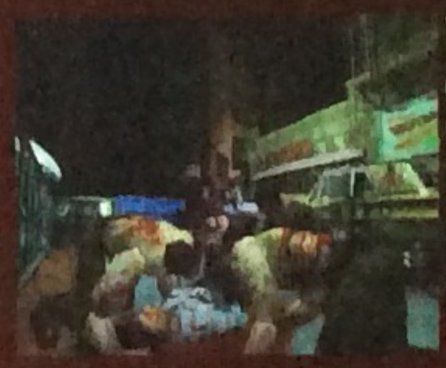
They're not too happy with your decision, so they'll come out and try to convince you to play.



Shoot the first three zombies just enough times to knock them down. Then run by them and their fourth friend who is cherry picking back on the court. You'll have to be fast or they'll get up before you run by.



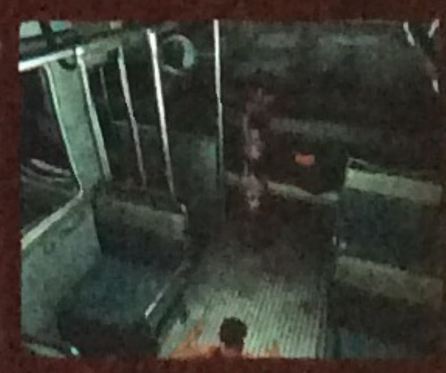
Past the court, you'll cross a "safe" set of stairs with a large trash dumpster at the base. The city is still crawling with Zombies, and there's no signs of any buildings untainted with the touch of these Undead tenants.



While these guys are busy snacking, run by them and into the bus before they rise and come after you instead.



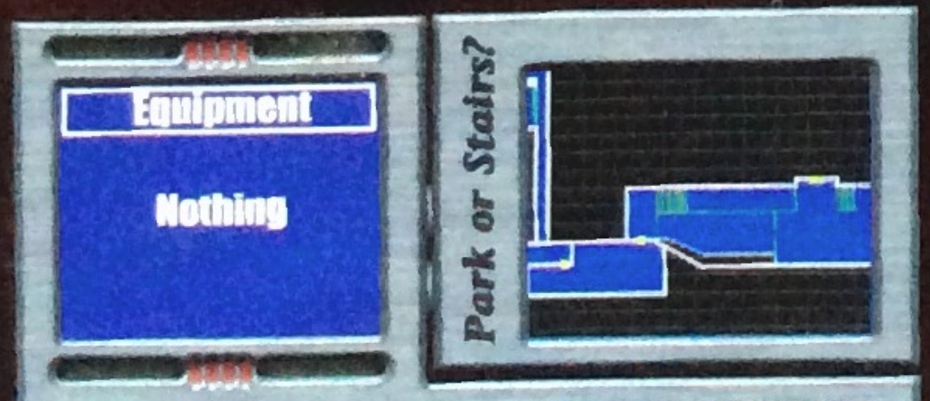
Watch your feet! There's a female Zombie just as you enter who has a foot fetish, and there's another right behind her.



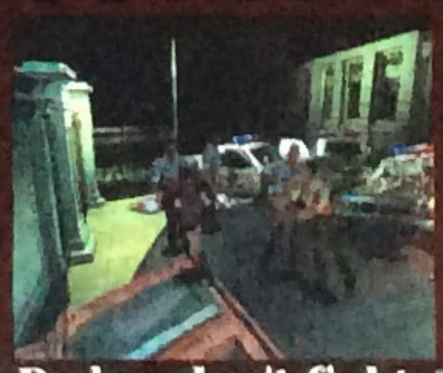
Once the Zombie couple are laid to rest, collect this hefty ammunition box at the back of the bus. Then head out the front.



From your vantage point atop the dumpster, you'll see that the alley is crawling with undead. I advise putting on your running shoes rather than staying to fight. Finding extra health is a problem early on.



Good news. You're almost to safety. That yellow door next to the stairs on the map is the main entrance to the Raccoon City Police Department. But first, you have a few more obstacles to negotiate.



Dodge, don't fight the "Gangrene Gang" just outside the bus. Don't worry if you have to shrug off an unwanted advance or two.



Here, you'll see a park to your left or a set of stairs if you go straight. The park is not too safe, so take the stairs which will be clear of enemies.



Turn around once you cross the stairs and you'll find the Police Station. Sanctuary at last? Let's hope that the RPD still tries to "Protect and Serve."

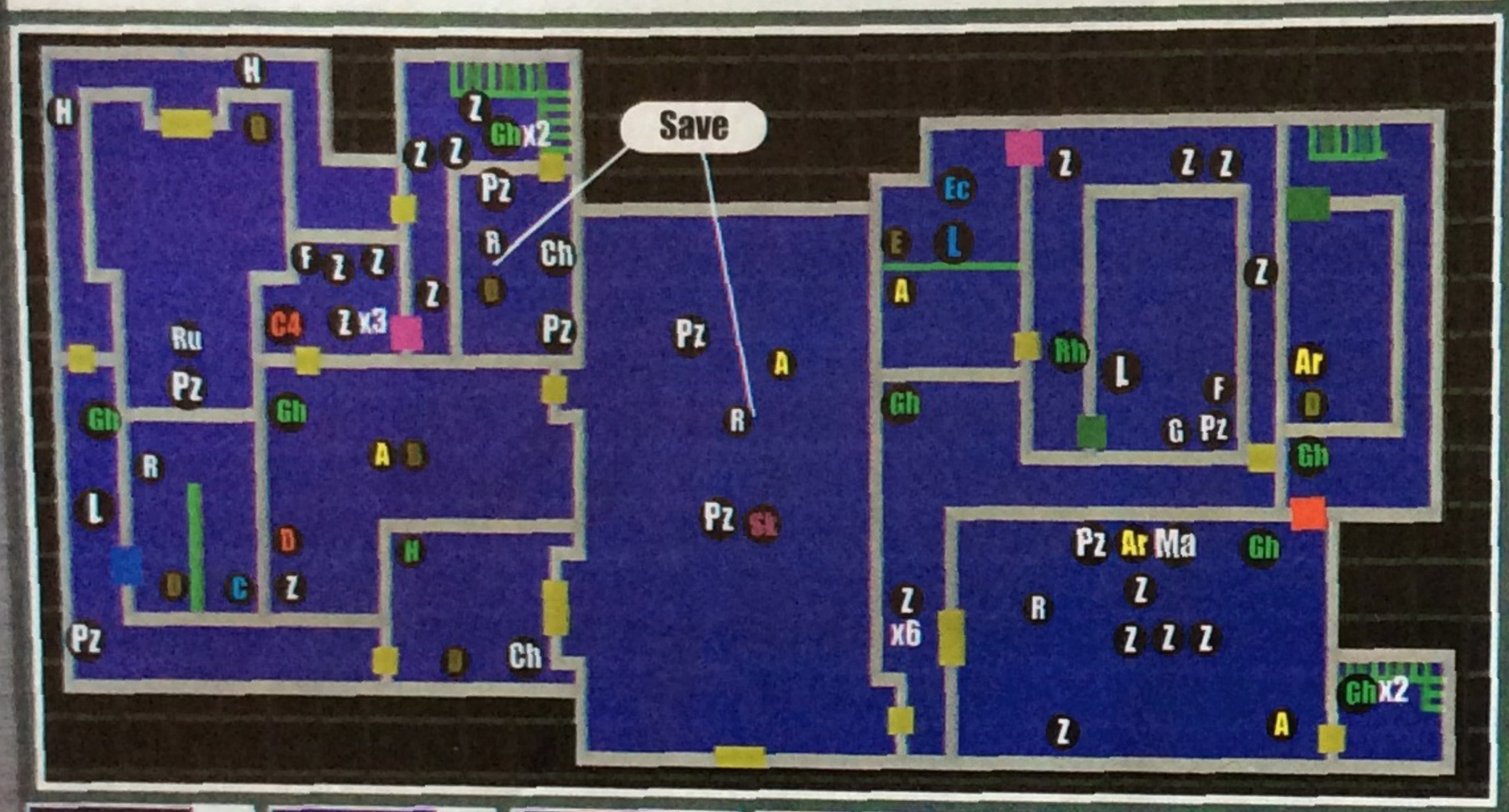
R.P.D 1st Flr.

Survival Horror Tactics

After having fled to the relative safety of the Raccoon City Police Department, maybe now you can get down to business... namely, finding what happened to your brother, Chris.



R.P.D. 1st Floor



Items Key


A x4 — Hand Gun Bullets


Ar x2 — Acid Rounds


Aw x6 — Bow Gun Bolts


D x1 — Detonator


H x1 — First Aid Spray


Gh — Green Herb


G x1 — Cogwheel

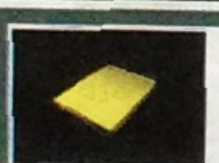

Rh x1 — Red Herb


C x1 — Crank


Ec x1 — Cord


E x1 — Eagle Stone


R x4 — Ink Ribbon


O x1 — Police Memo


O x1 — Patrol Report


O x1 — Op. Report 1


Sk x1 — Spade Key


Ca x1 — Plastic Bomb


Ru x1 — Red Jewel


F x2 — Film


Q x1 — Memo To Leon


D x1 — Watchman's Diary


O x1 — Op. Report 2

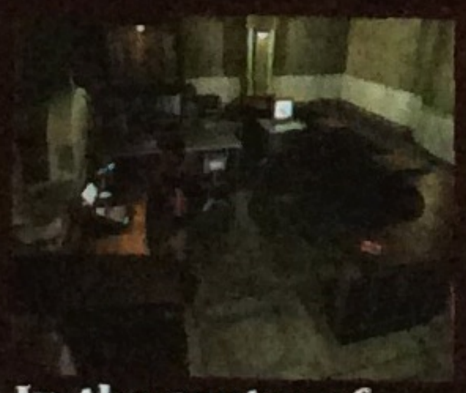
Key

Z •Zombie L •Licker
L •Surprise Licker H •Hands Pz •Puzzle
Ch •Chest Ma •Map
•Spade Key Door •Club Key Door
•Diamond Key Door •Heart Key Door

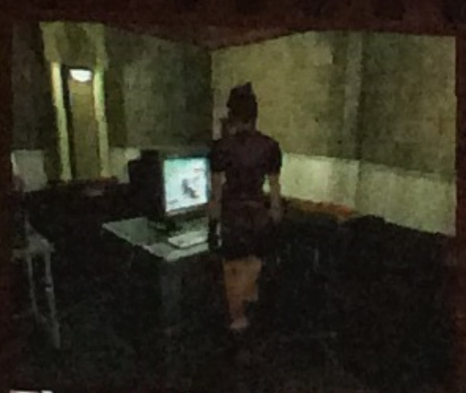
200-5 GOLD 200-5 200-5



Quite an impressive site. But where are the officers? Don't they know there's a Zombie problem out on the streets?

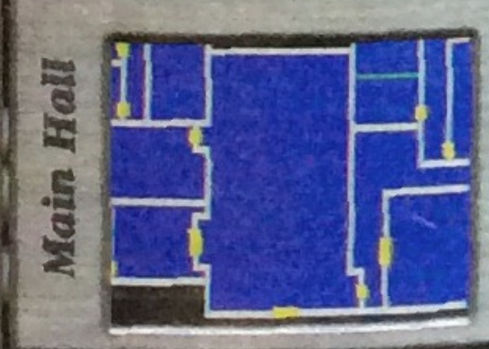


In the center of the Main Hall, there is a Watch Desk. Next to the typewriter is an Ink Ribbon, and there's a box of Bullets behind you.

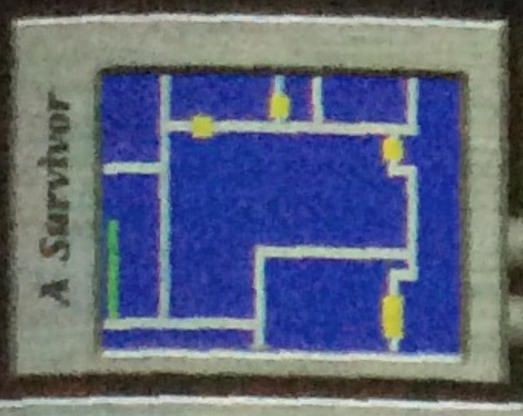


The main Watch Desk is deserted, and the computer is asking for a key card to unlock the side doors. Don't save your game yet: you'll be back.

Equipment
Ink Ribbon
Hand Gun Bullets



Welcome to the Main Hall. Familiarize yourself with it now, because you'll be coming back to this area frequently in the course of your travels. The whole first half of the game takes place within the Police Station, and this is the center of it.

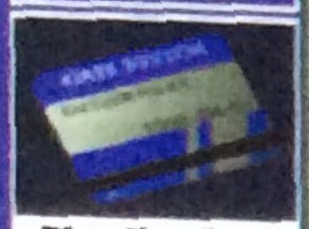


Equipment

Blue Key Card

The only door you can open at this point is the second door on the left in the Main Hall. Inside, you'll be greeted with your first bit of cinema starring a wounded R.P.D. officer. He'll give you the Blue Key Card which you can use on the computer at the Watch Desk of the Main Hall.

Required



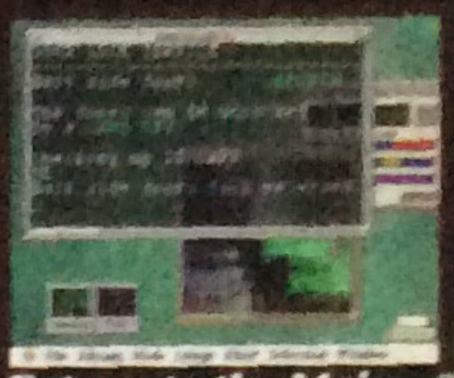
Blue Key Card



Okay, so he's a bit edgy. Give the guy a break, he's had a rough day. He'll recognize you soon enough and start talking.



Still no leads on the whereabouts of your brother, but at least the Blue Key Card will literally open more doors for you.



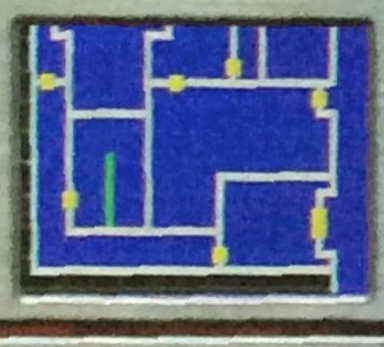
Return to the Main Hall and access that user-friendly computer with the Blue Key Card. Now, you've got a choice of which door you wish to go through.

Equipment

Police Memorandum

First Aid Spray

Green Herb

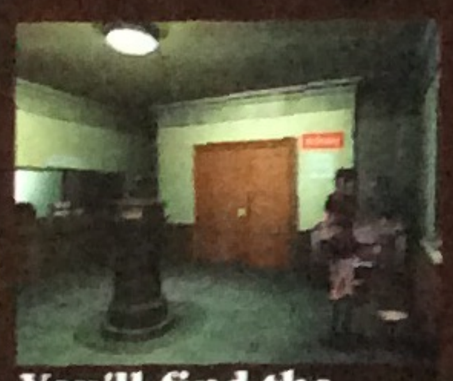


Take the first door on your left (when you first entered the Police Station) and you'll find a storage chest! Memories of the original *Resident Evil* should come flooding back at the sight of that box. Store your Knife in the chest for now. You won't be needing it. The Hand Gun will serve your purposes nicely. Ignore the locked door in the hallway right after the Storage Room.

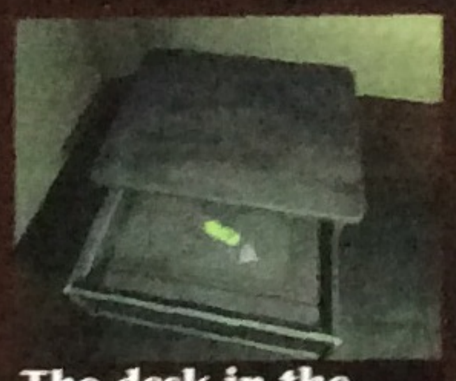
Required



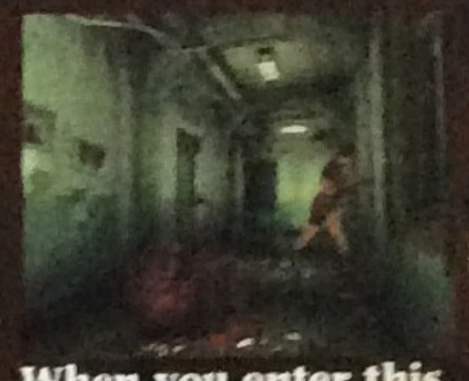
Lockpick



You'll find the Police Memorandum here. The safe combination listed on it will be useful later.



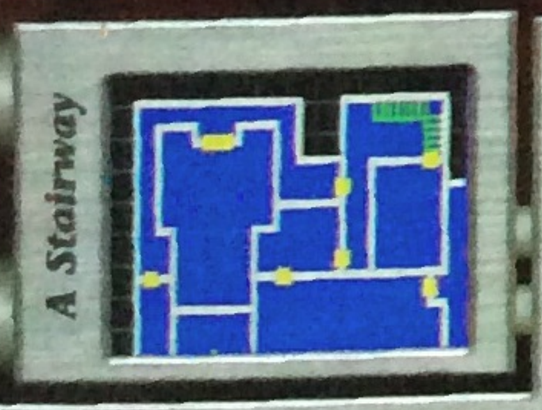
The desk in the corner of the room can be picked with the lockpick. Here's a much-needed First Aid Spray to cure your aches and pains.



When you enter this Hallway, the Licker will fall down in front of you. Try to run by him immediately and exit the door down the hall. Then, come back in.



When you do, he'll be back on the ceiling. You can either shoot him up there or when he falls (his back will be turned). It takes two direct hits with the Bow Gun to kill the Licker.



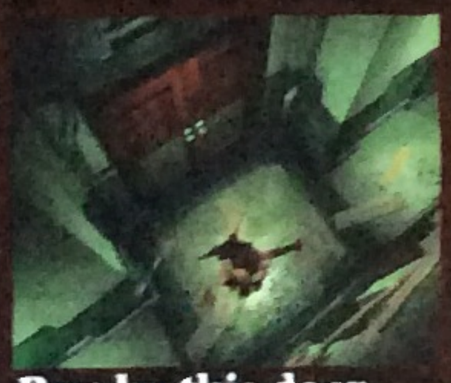
Equipment

Green Herb x2

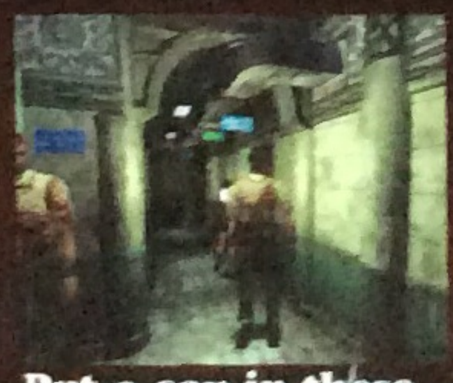
Ink Ribbon

Op. Report 2

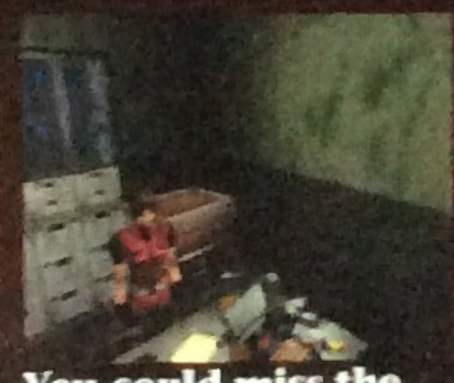
If running from monsters isn't your idea of a good time, then here's some action for you. First, keep running through the hallways until you reach the point where you'll find four zombies. Hang a left and clear the area of anything that moves with your Hand Gun skills. You'll find another Storage Room next to the stairs.



Run by this door for now. You can open it, but you won't be able to solve the puzzles therein... yet. You'll be back later.



Put a cap in these slow-walking stalkers. In fact, instead of one, make it six. There's more around the corner.

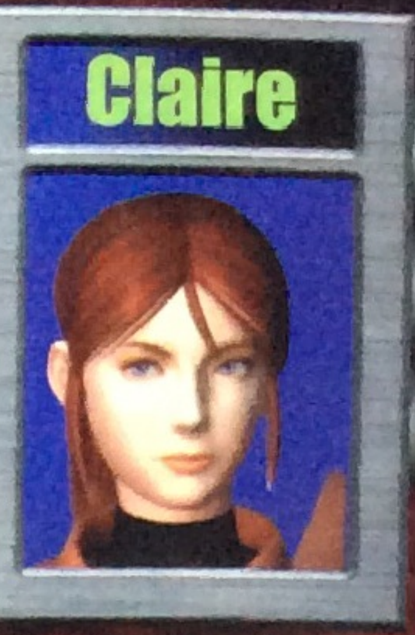


You could miss the Operation Report which is lying on the table here. Don't worry about the locked cabinet in this room. You need a Special Key for that.

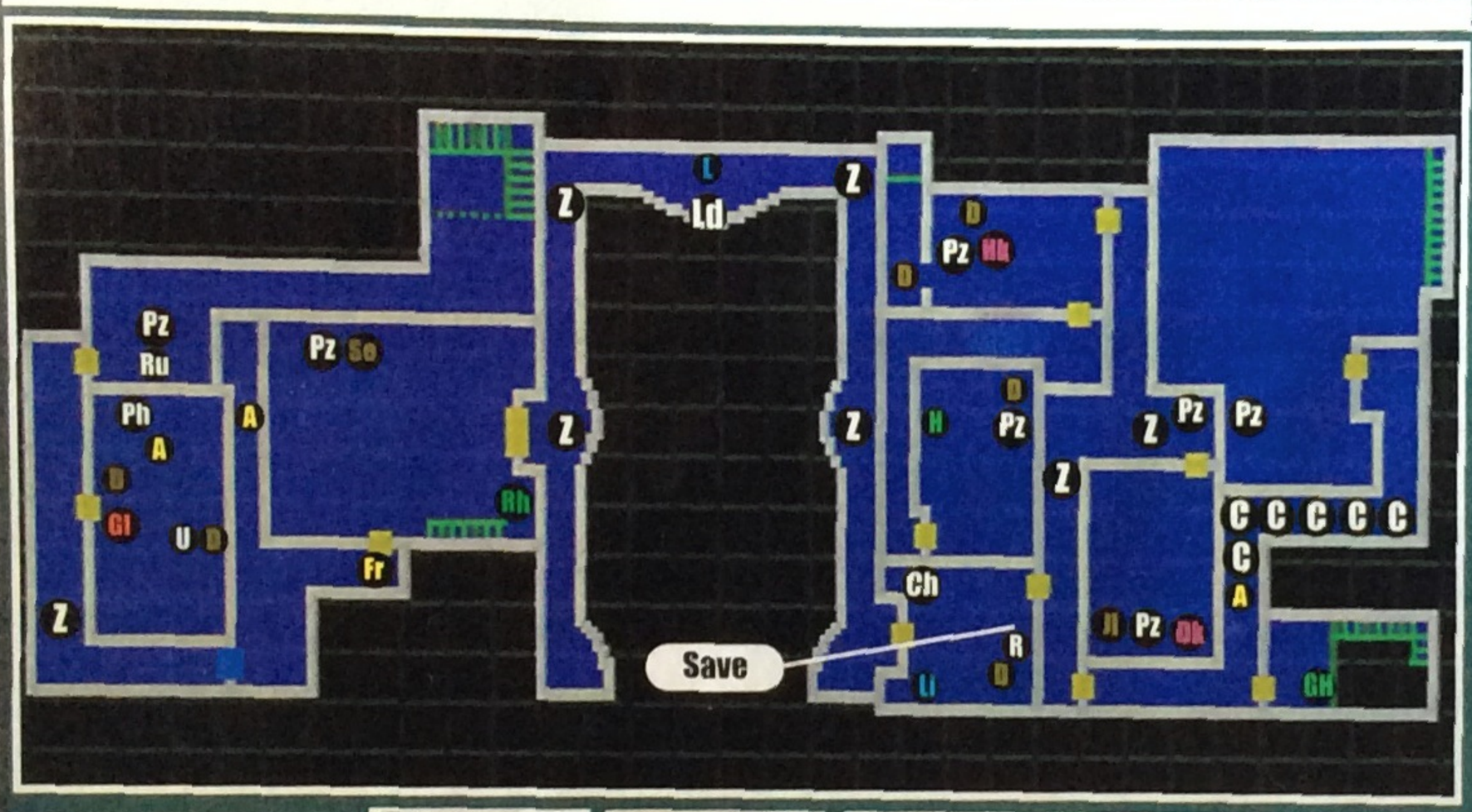
R.P.D 2nd Flr.

Survival Horror Tactics

Your upstairs adventure will be brief, but you'll find plenty... in addition to a statue puzzle, you'll discover the S.T.A.R.S. office, where Chris must have spent much of his time.



R.P.D. 2nd Floor



Items Key


A x3 — Hand Gun Bullets


Fr x1 — Flame Rounds


Gl x1 — GrenadeLauncher


H x1 — First Aid Spray


GH x1 — Green Herb


Rh x1 — Red Herb


Dk x1 — Diamond Key


Hk x1 — Heart Key

Key

Z •Zombie Ch •Chest
C •Crow Ld •Ladder
L •Licker Pz •Puzzle
L •Surprise Licker
•Spade Key Door


D x1 — Chris' Diary


M x1 — Mail to Chris


S x1 — Secretary Diary A


J x1 — Jaguar Stone L


Ph x1 — Photo


Rd x1 — Red Jewel


Sp x1 — Serpent Stone


M x1 — Mail to the Chief


D x1 — Chief's Diary


S x1 — Secretary Diary B


R x1 — Ink Ribbon

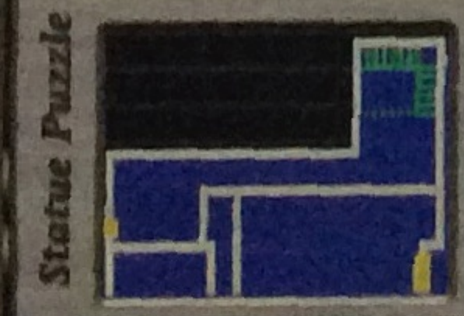

U x1 — Unicorn Medal


Li x1 — Lighter

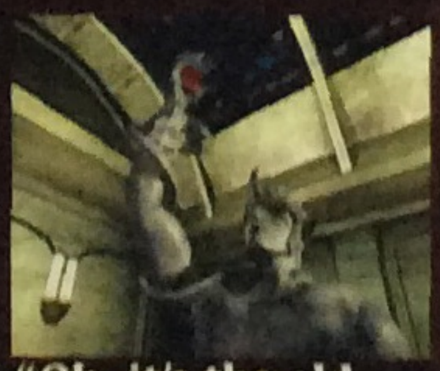
200-5 GOLD 200-5 200-5

Equipment

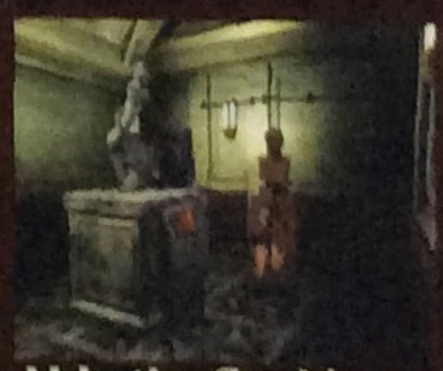
Red Jewel



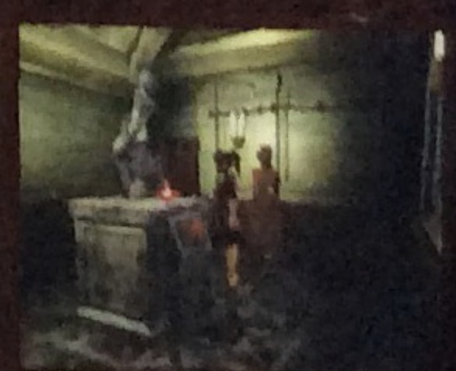
At the top of the stairs, you'll encounter a statue holding aloft a Red Gem. Claire's always wanted to have a Red Jewel that looks just like that. Push the busts onto the squares along the walls flanking the center statue. You'll hear a click when they are placed correctly.



"Oh, it's the old RE-push-the-statue-onto-the-spot-of-the-floor-and-the-Red-Gem-will-drop puzzle, right?" Wrong!



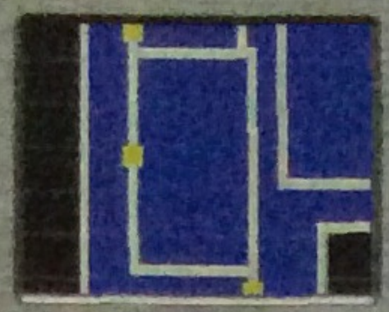
Ahh, the flanking statues must now face the one in the center. Push them onto the squares along the side walls.



After much pushing and shoving, the Red Jewel is yours for the taking. This is the first of many puzzles to come.

Equipment

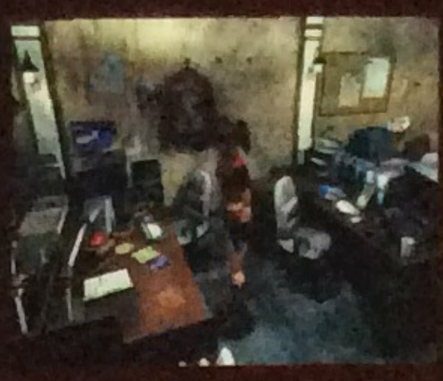
Hand Gun Bullets
Chris' Diary
Unicorn Medal
Grenade Launcher
Mail to Chris



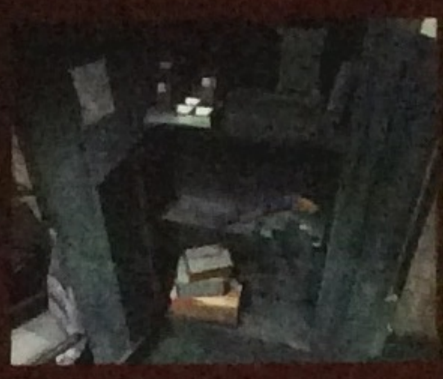
Take the door from the Statue Room and follow the hallway until you see the S.T.A.R.S. Room on Claire's left. Man, is this room packed with items or what? Between the two desks and hanging on the wall, you'll find Chris' jacket. Reading his diary leads you to believe he's still alive. He may not be in the Police Station any longer, but you can't leave just yet. There's still a zombie problem outside...



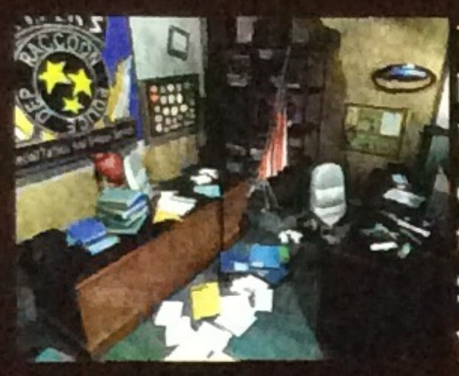
Team S.T.A.R.S. Hmm... I wonder where everybody is now? You can only pray they're didn't all end up like your friend in the Main Hall.



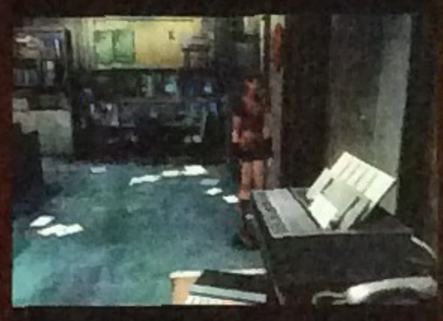
Pick up Chris' diary, and you'll find a hidden Unicorn Medal. After reading the diary, you know Chris is no longer missing.



This file cabinet holds a Grenade Launcher. Now we're talking! You should save this weapon for later. Use your Hand Gun for the majority of the Police Station.



There is a hidden box of Hand Gun Bullets behind this desk. On the wall to the left of the S.T.A.R.S. emblem, you'll find a picture.



As you leave, you'll be stopped by a mysteriously timed fax. It's mail for Chris, and it appears there's some sort of conspiracy going on.

R.P.D 1st Flr.

Survival Horror Tactics

Claire



After having explored as far as you could upstairs, return to the first floor. Backtrack to the Main Hall, stowing the Grenade Launcher along the way. Now that Chris is safe, it's time to find a use for that Unicorn Medallion.

Equipment

Nothing



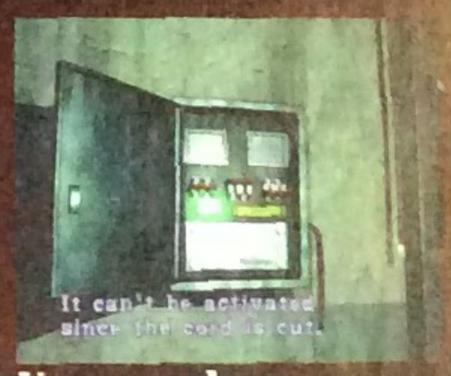
That grab bag of items in the S.T.A.R.S. Room must've filled up your inventory, so make a pitstop at Storage Area 2 before heading back to the Main Hall. Along the way, you'll meet new "touchy, feely" friends in the Hallways.



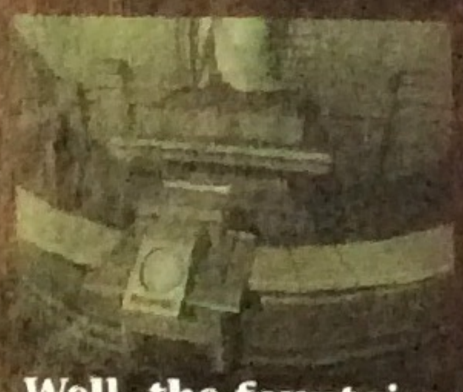
Boo! Those perverted monsters will try to grab you in the hallway. Stay away from the windows as you backtrack.



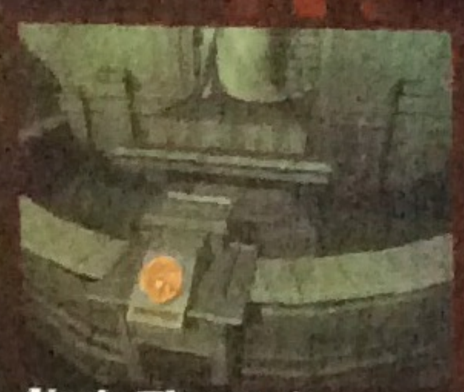
Just when you thought it was safe, a second set of arms will try to grab you in the same Hallway.



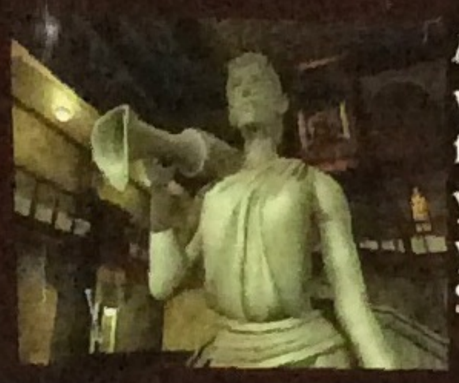
You may have noticed this box on the wall in the Hallway where you met the Licker. You'll come back to this later with a Cord.



Well, the fountain is dry. But maybe it has something else for you. That empty circle looks conspicuous. What if...



Yes! The Unicorn Medal is a perfect fit. It won't produce any water, but you will get this for your efforts...

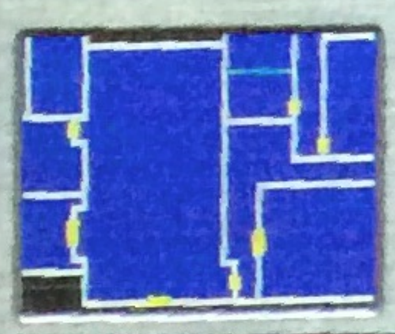


A shiny Precinct Key which will fall out from the statue. If you examine it, you'll see that it is a Spade Key.

Equipment

Spade Key

Fountain Puzzle



On your way back through Storage Room 1, dump off everything but your Hand Gun, bullets for it, and the Unicorn Medal. Killing monsters making you thirsty? Better return to that fountain in the middle of the Main Hall of the Police Station where you first entered.

Required

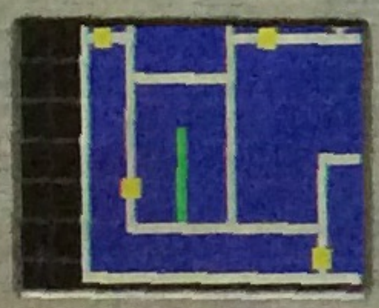


Unicorn Medal

Equipment

Patrol Report
Crank
Ink Ribbon

File Room

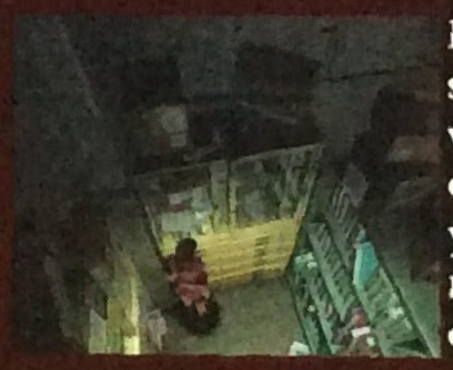


The Spade Key will get you into the File Room (the room next to where the Licker fell from the ceiling), and make sure you don't miss the Crank which is hidden on top of the shelf. You'll need this item to solve a future puzzle, and some of the other items in this room can easily be passed up if you don't search thoroughly. Whoever's in charge of maintaining this room must be on a permanent vacation. Or maybe the Raccoon City Zombie Squad relieved him of duty prematurely. Either way, this place needs a bit of interior decorating - Redfield Style.

Required



Spade Key



Lying atop this shelf is a Crank which is just out of your grasp. If you could just reach a little higher...



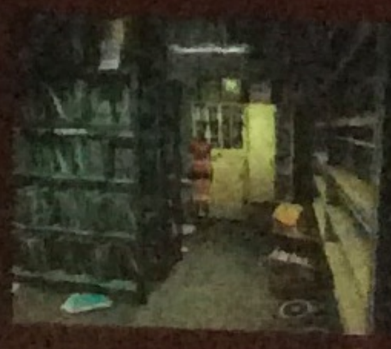
This miniature step ladder can be moved with a bit of effort. Just push it like you did the Statues in the puzzle on the Second Floor, then...



...collect the Crank with the extra height advantage given to you by the step ladder. Now finish exploring all the nooks and crannies of the room.



In the corner next to the copier machine, you'll discover a Patrol Report, which you'll automatically store away in your files for later reference.



On this bookshelf of visual aids, there's an Ink Ribbon hidden here. These things are becoming fewer and far between considering you only get two saves.

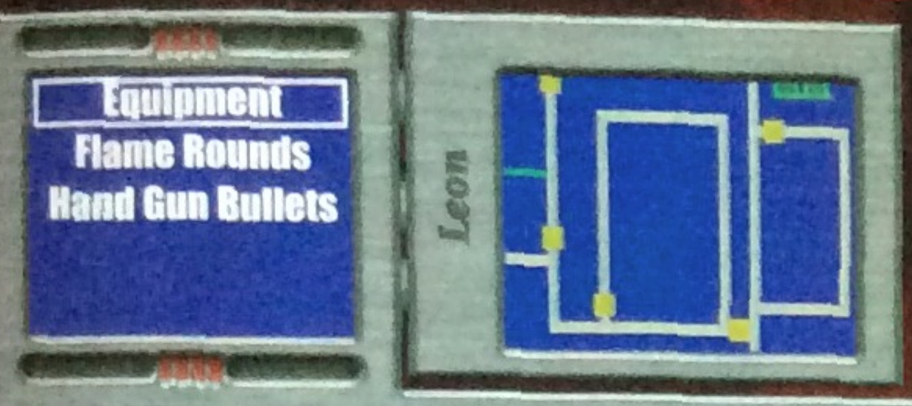
R.P.D 2nd Flr.

Survival Horror Tactics

Claire

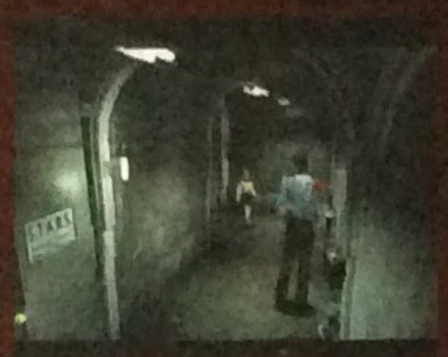


Done with your tasks on the first floor, it's time to work your way up to the 2nd Floor and see what doors the Spade Key can open. Head back to the area just past the S.T.A.R.S. room... with an itchy trigger finger!

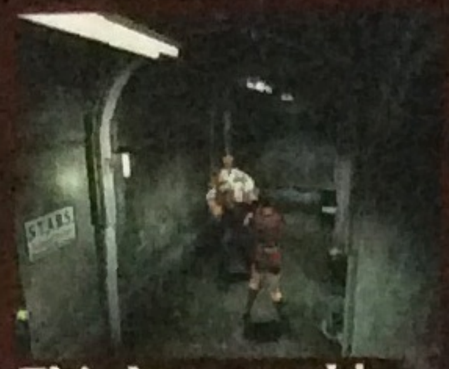


Pass up the S.T.A.R.S. room this time, and unlock the door at the end of that Hall with the Spade Key. You'll meet Leon and a little girl who will both remain your allies for the remainder of your quest.

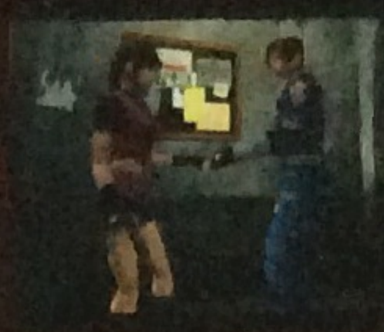
Required	Required
	
Lockpick	Spade Key



During this cut scene, you'll see a young girl about to be attacked by a zombie. Luckily, she'll escape as the Zombie turns its attention to you.



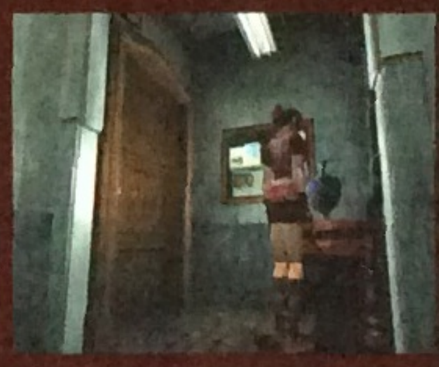
This lone zombie cop will be no problem for you at this point. Retire him from the force with your Hand Gun, and don't let him fall on your leg.



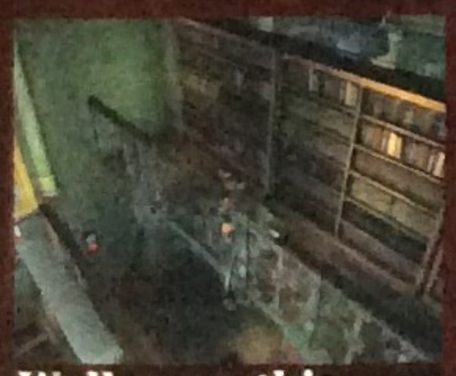
"Leon!" I bet you weren't expecting to see him here. He'll hand you a radio so you can keep in touch. But don't expect to call him; he'll call you.



Down this hallway, you'll see the door which the little girl probably escaped through. And you'll find a hidden box of Bullets for your Hand Gun right here.



Before you go into the next room, fiddle with the desk in the corner. That permanent lockpick in your possession will unlock it for some Flame Rounds.



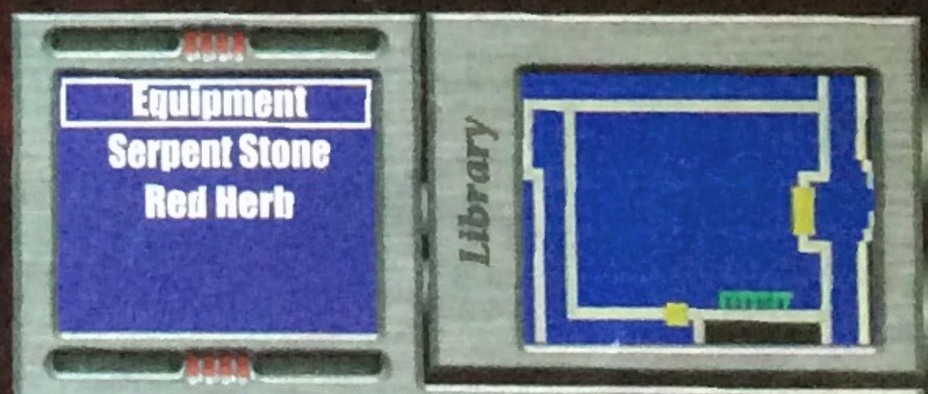
Walk over this point on the second floor and you'll fall safely. Don't worry, it's supposed to happen this way.



On your right, you'll see the ideal formation for the bookshelves. Note the Christmas lights gauging the distances at the top. Hit the switch with the red light in the corner to leave the area...



Then, just match up the bookshelves in the main Library with the picture you just scrutinized. Hit the switches to move them left and right. Then, collect the Serpent Stone from the painting where you fell.



Catch up on some reading by scanning the bookshelves on the second floor. You'll automatically fall down to the bottom floor and be stuck in an area behind a bookshelf. On the wall to your right, you'll see a clue for solving the Library Bookshelf Puzzle. Don't forget the Red Herb near the door on your way out of the Library's bottom floor exit.

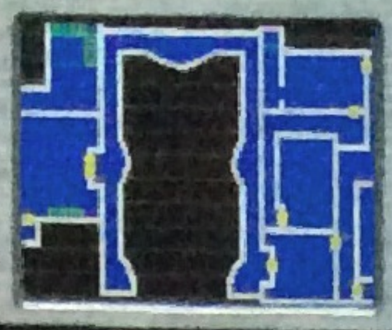
Equipment

Lighter

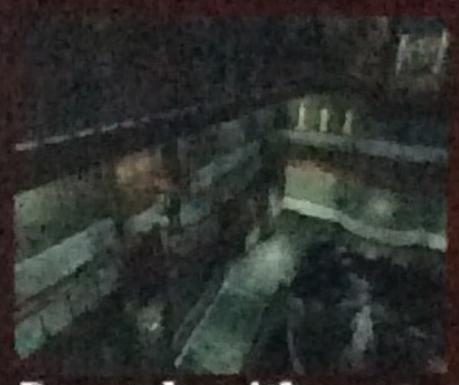
Secretary Diary A

Ink Ribbon

Top of Main Hall



From the other door on the bottom floor of the Library, you'll re-enter the Police Station Main Hall, but you'll be on the 2nd Floor now. The area is still crawling with Zombies, so after you return them to their graves, run around the balcony to the right side of the 2nd Floor. On the way, drop the ladder down to the 1st Floor so you can easily get down without backtracking to the stairs. The room to the right of the Main Hall is another storage area (#3). This is the only Storage Chest on the 2nd and 3rd Floors, so get used to its location. Grab the Diary too.



Be ready with your Zombie-dropping Hand Gun skills as soon as you enter this room. You'll have visitors to your immediate left and right.



Flicking the switch here (the center of the 2nd Floor Main), will lower the ladder to the 1st Floor.



Once this ladder is down, you have another way to change floors without taking the stairs, which are out of the way. Plus, there's a nearby Storage Room to your right on the second floor.



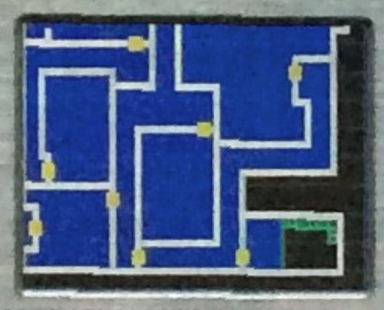
You'll find the lighter here; just store it for the moment. Claire doesn't smoke, and she shouldn't start now. You will have to find out what happened to that little girl you saw earlier. What is a child like her doing in a place like this? Where are her parents? I sure hope you didn't shoot them earlier...

GOLD 200-5

Equipment

Hand Gun Bullets

Crow Hallway



When you come out the door from Storage Area 3, you'll hear that familiar moaning. You can ignore the two zombies on your left. Just run away from them and exit the door at the end of the hallway. This will lead to another hall inhabited by feathered friends; crows. Unlock the door to the outside stairway (in the middle of the Crow Hallway), but don't go out yet. Instead, follow the Crow Hallway all the way to the end. It will lead to a large outside area where you'll see the tail half of a crashed helicopter. Take the stairs at the right of this area down to City Area 2.



"Aww, you want some?" You don't need to go down the hallway where he came from. But if you do...



...you'll run into this flaming remnant from the burning helicopter. Head the other direction and you can avoid him completely. When you come back later, both zombies will be gone.



Unlock this door at the beginning of the Crow Hallway. It leads to an outdoor staircase, but first you have to make a left and explore the Hallway you're currently in.



This pecked-at corpse still holds some Bullets which will fit your Hand Gun. Don't bend down to pick it up if there are too many crows around.



Surprise! The few crows in the Hallway have invited over their friends. I don't recommend fighting it out right now, just run down the hall and out the door. If you come back later, it won't be as crowded.

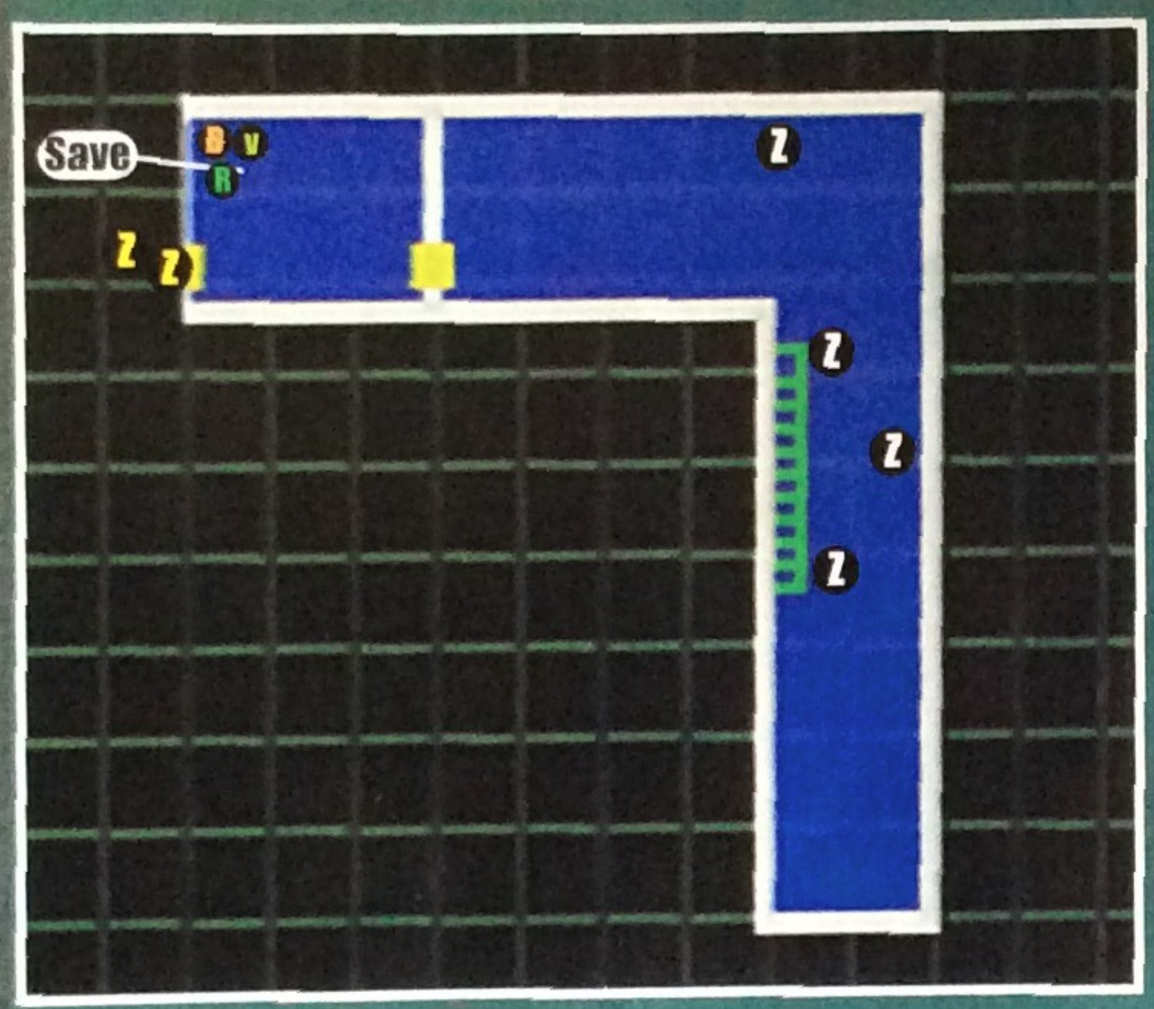
Raccoon 2

Survival Horror Tactics

Following a brief hiatus, it's back to the city again. Don't worry, this trip will be pleasantly short. Your Zombie-retirement skills will only be put to the test against the first two Zombies. You can ignore the rest.



Raccoon City 2 Map



Items Key


R x1 Ink Ribbon

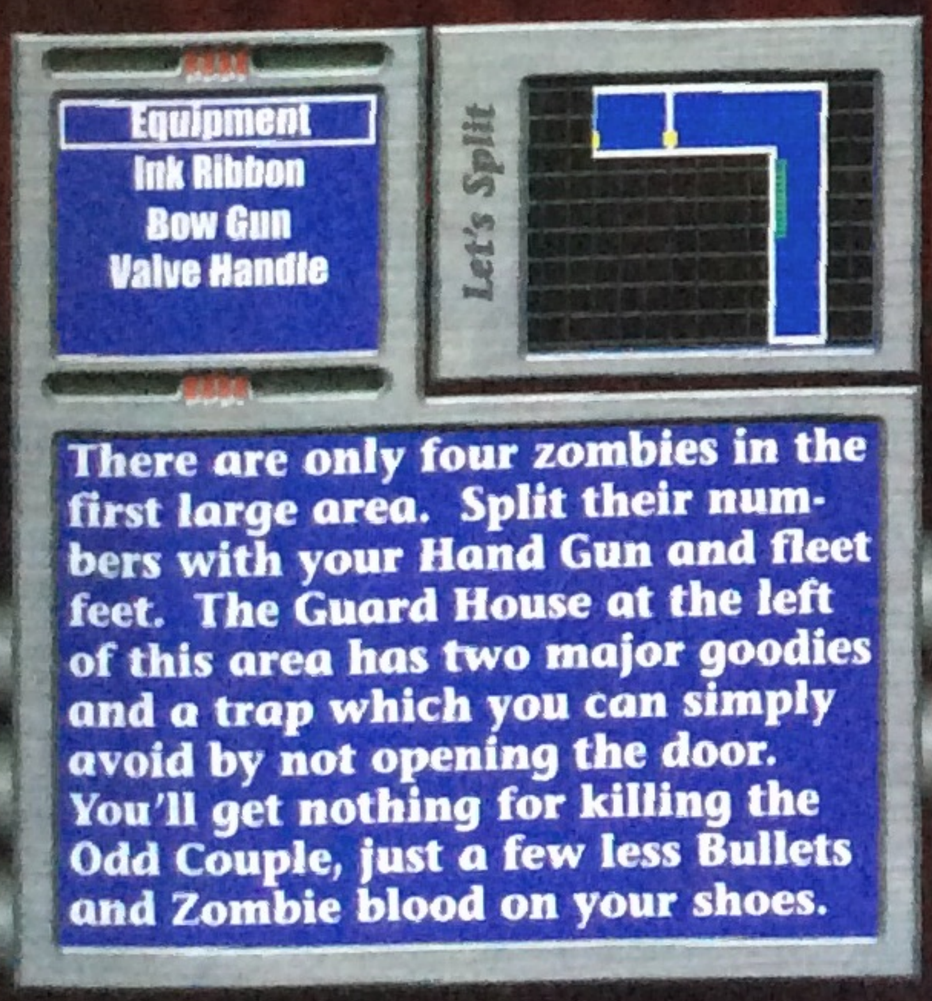

B x1 Bow Gun


V x1 Valve Handle

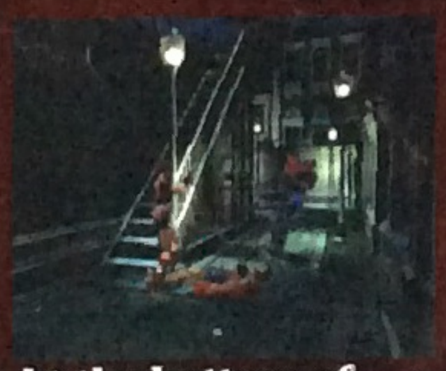
Key

Z •Zombie

Z •Surprise Zombie



There are only four zombies in the first large area. Split their numbers with your Hand Gun and fleet feet. The Guard House at the left of this area has two major goodies and a trap which you can simply avoid by not opening the door. You'll get nothing for killing the Odd Couple, just a few less Bullets and Zombie blood on your shoes.



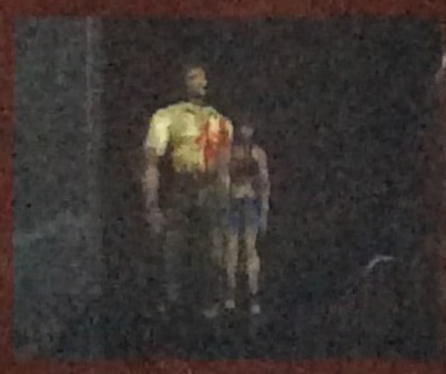
At the bottom of the stairs, you'll see four Zombies. Save ammunition by killing only the first two...



...and run by the second pair. You don't need to kill these two. Enter the small Guard House to the left here and grab the Valve Handle.



You'll also find another Bow Gun on the desk for your growing Crossbow collection. Even though you already have one, pick this one up for the 18 bolts it holds.



Don't open the door on your left, or you'll run into this dynamic duo. It's a trap which you don't have to spring, but if you enjoy the carnage... be our guest!

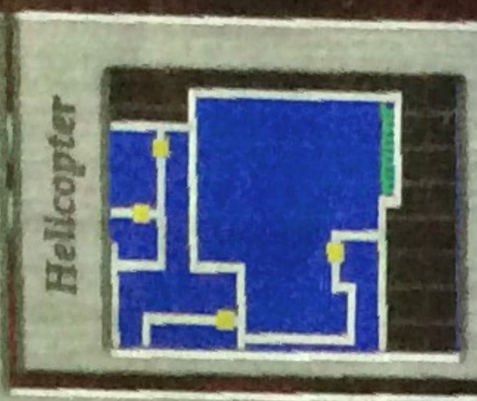
R.P.D 2nd Flr.

Survival Horror Tactics

Enjoy your short jaunt in City Area 2? Luckily, that's the last you'll be seeing of the city. With the versatile Valve Handle in your possession, you're ready to solve some puzzles. Let's start with that flaming helicopter...

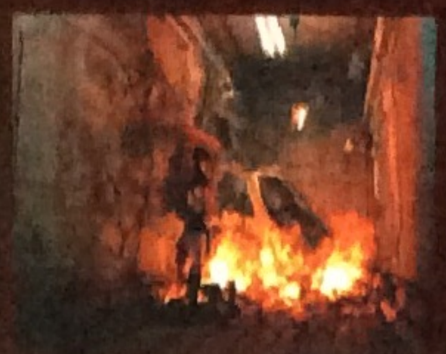






If you ventured down the left half of the hallway next to Storage Room 3, you would've seen the burning helicopter barring your passage to a room. Here's a chance to display your firefighting skills. Use the always handy Valve Handle on the pipe outside next to the burning helicopter.





Those flames are keeping you from entering the room to the right and the broken door to the left. You'll have to extinguish the fire.

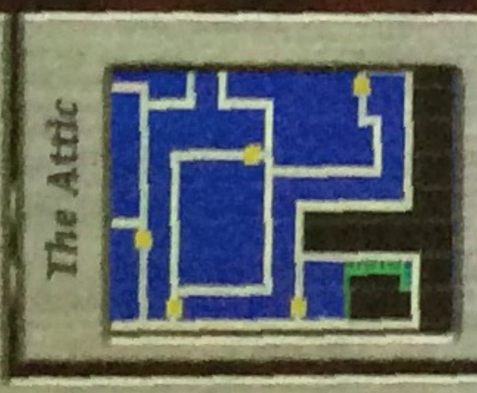


Outside and to the left of the copter, Claire will put her hips into it, as she bursts the water-main above the helicopter by putting too much pressure on the water pipe.

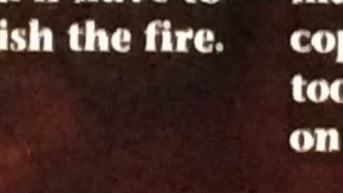


The torrent which you unleash will handily put out the blaze. Everyone give it up for Fire Marshall Claire. "Let me tell ya something!"

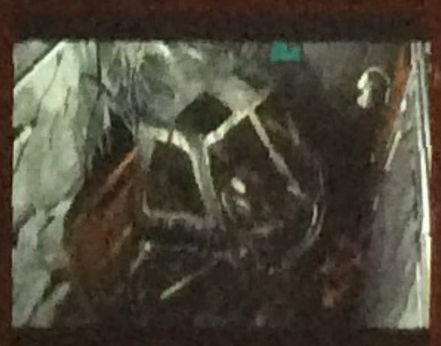




Now that you've just doused that flaming copter, run back through the Crow Hallway. They should be slightly more docile this time. Continue down the next hallway all the way to the site of the charred helicopter. With the situation considerably cooler, you can now get by to that door on the right. Wonder what that scream was? Well, you can't get by the rest of the helicopter now, so worry about it later. The room to the right of the copter is a packrat's den.



In the driver's side of the helicopter wreckage, you'll find a box of Hand Gun Bullets. Lucky for you the fire didn't ignite this precious ammunition.



The doused helicopter now grants you access to this room to the right. What was that scream you heard coming from the left?



The packrat which frequents this lair has found a shiny Diamond Key. Although not made from diamonds, it still complements the Spade Key nicely.

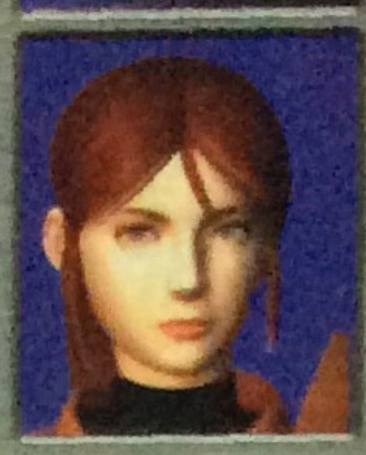


This Joan of Arc-ish puzzle probably has to do with that Red Jewel which you pulled from the Statue Puzzle.

R.P.D 1st Flr.

Survival Horror Tactics

Claire



Now that you have the Diamond Key, it's time to revisit the First Floor. You can take the short cut down the ladder in the Main Hall. It's time to see what's awaits in that room which Claire should have passed up earlier.



You're headed to the Briefing Room; location of conferences and debriefings for all the officers in the station. Previously, you skipped this room, because you weren't ready. But now, grab the lighter from a nearby Storage Chest, and make your way inside. There's not much to see within, but at least you can solve the puzzle with the help of that lighter. The fireplace is in the back of the Briefing Room. That's what all modern briefing rooms should come equipped with these days - a delightful antique fireplace.

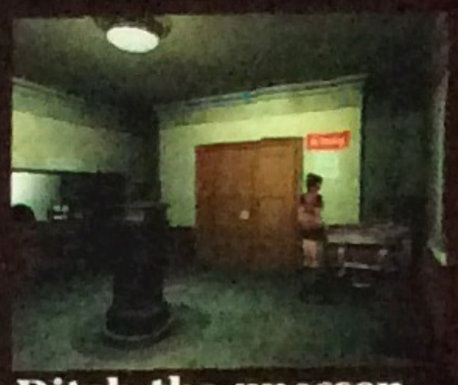
Required



Lighter



Slide down the lowered ladder in the Main Hall for a quick change of floors. Then make a right into Storage Room 1.



Ditch the unessentials and fish out that lighter. That blazing helicopter has ignited a hidden desire to be a pyromaniac.



On this back table, you'll find a record of a previous meeting. Don't overlook it in the mess. There hasn't been a conference in here for a while...



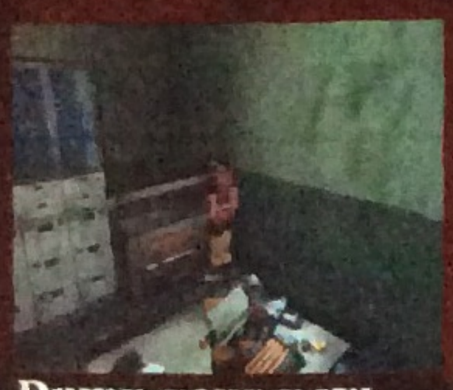
Feeling a bit of a chill, you'd better light that fireplace with the lighter.



Now look at what you did. You're burning a hole in the painting which Chief Irons cares so dearly about. He's gonna kill you now.



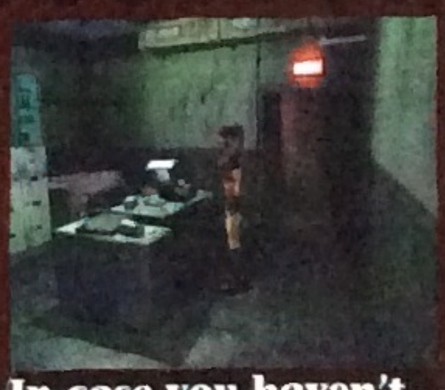
It's the old 'second-Red-Jewel-behind-the-easily-flammable-painting-above-the-fireplace-behind-the-Briefing-Room' Puzzle. Pick it up!



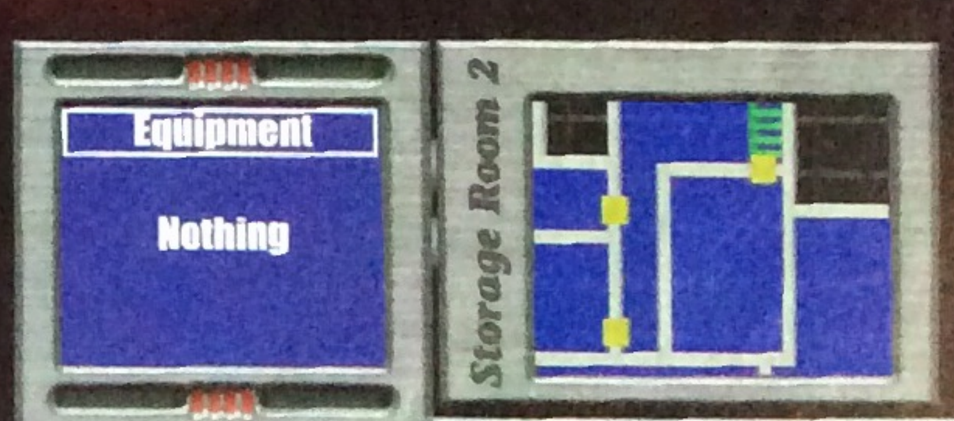
Dump your new bauble and lighter in the storage chest, while taking out the Grenade Launcher. At last!



Behind the Storage Room, you'll find a dark room. If you ever find any film, this is the place to develop it.

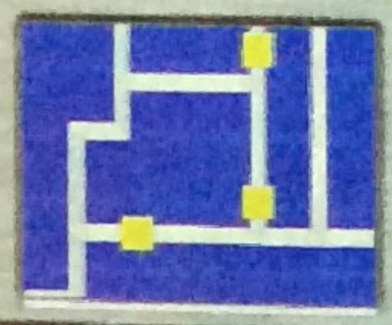


In case you haven't been doing it so far, save your game before going on. The next part is going to be exciting...



You've got both pieces to the Red Jewel Puzzle... You've got a lighter and nothing to burn... Don't get overanxious and run off lighting every fireplace you see. It's time to take a much-needed pit-stop at Storage Room 2. Then, get ready to put that Grenade Launcher to use...

Equipment
Film
Grenade Rounds
Plastic Bomb
Bow Gun Bolts



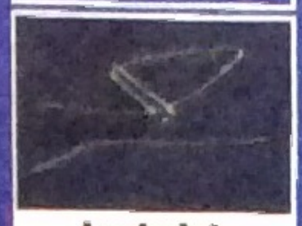
Here's a chance to try out the Boom Stick (A.K.A. the Grenade Launcher)! The Locker Room is at the opposite end of the hall when you exit the second Storage Room, and it's a regular Zombie hang out. Unload your miser's collection of rounds into their freshly-dead corpses. When you no longer hear zombie moans, then take the time to explore the room completely. You'll find many items in the lockers on both sides.

Required



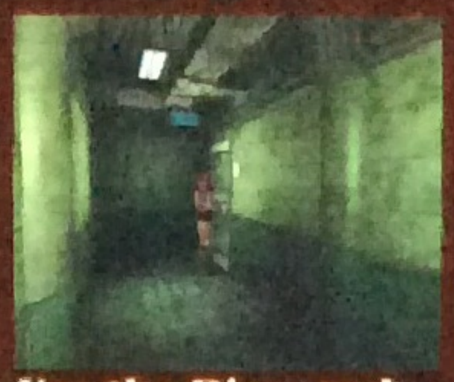
Diamond Key

Required



Lockpick

200-5



Use the Diamond Key to gain access to the Locker Room, and have your Grenade Launcher loaded going in...

GOLD 200-5



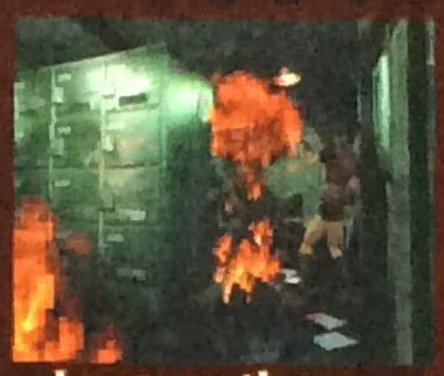
You've just walked in on Zombiefest '98. Fortunately, you've brought gifts for everyone. Oh... you want some too?

200-5

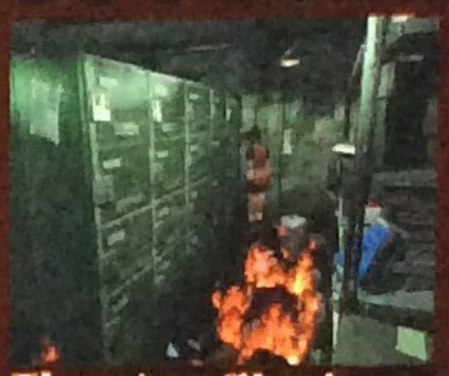


Wait for them to all gather round. If they're all next to you, one grenade shell will hit multiple zombies. Don't get cocky either...

200-5



...because there are two hidden Zombies right around this corner. Shoot before you see them, or it'll be too late...



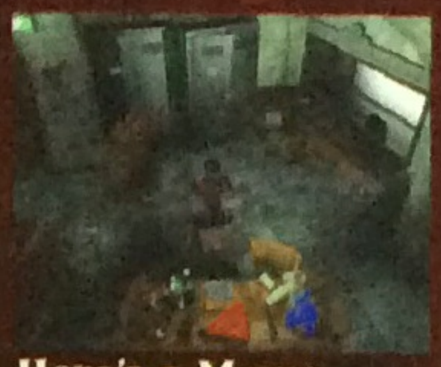
There's a film in this locker which you can develop later. It's not that important now.



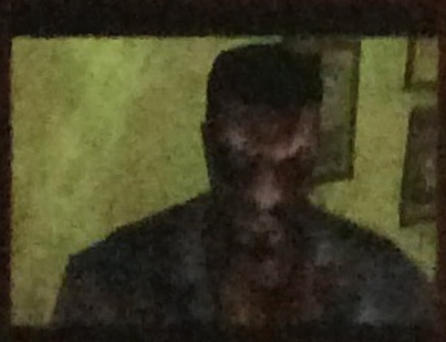
The lockpick will open this locker which holds C4, and the locker to your right contains 36 more Bow Gun Bolts.



Unlock this door to gain access to the room you first entered in the Police Station from the Main Hall.



Here's a Memo addressed to Leon congratulating him on joining the Force. Look, they were about to throw a party too...



Your friend from the beginning of the game has undergone a Zombie makeover and is no longer himself.

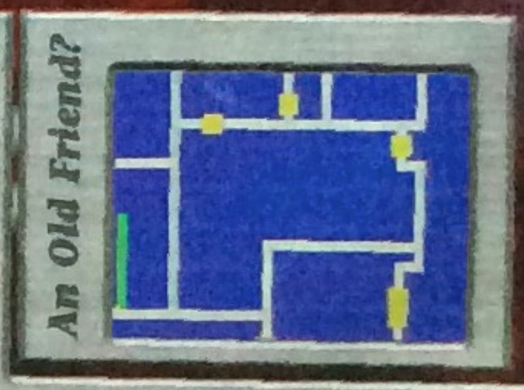


Send him to a Zombie afterlife in one shot if you still have any grenade ammo left. Watch out, because he'll attack you as soon as he gets up.



On this desk, you'll find a matching detonator to your C4 Plastic Bomb. Now, you can combine the two and blow up that previously burning helicopter.

Equipment
Memo To Leon
Detonator



After stumbling over those charred corpses in the Locker Room, you'll come across a door with a red light over it. This door leads to the room where you met that R.P.D. cop at the beginning of the game. You won't find anything in the large room but a Memo to Leon from the R.P.D. welcoming him to the Force. From the looks of the room, it appears that they were also about to throw a party for him. Too bad the Zombies ruined their plans. Your R.P.D. friend has moved to the inner office. When you come in to talk to him, you'll see his "new look" just as he's about to attack you. And to think, after you travel through two stories of the Police Station looking for the back entrance to this room, your friend up and decomposes on you.

R.P.D 2nd Flr.

Survival Horror Tactics

Claire

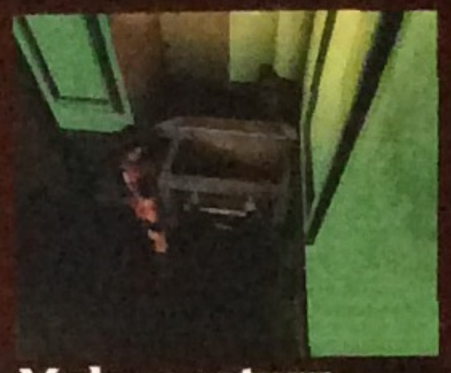


Okay, you've cleared the left side of the First Floor thoroughly. Unlock the door to the Main Hall and take the ladder up. It's time to take this show to the 2nd Floor again. That C4 is dying to be used...

200-5



Take this ladder up from the Main Hall to the Second floor. Then, make a right and enter that door to end up at Storage Room 3.



Make a return visit to Storage Chest 3 to pick up both the Red Gems. Next stop; the room to the right of the copter.

GOLD 200-5



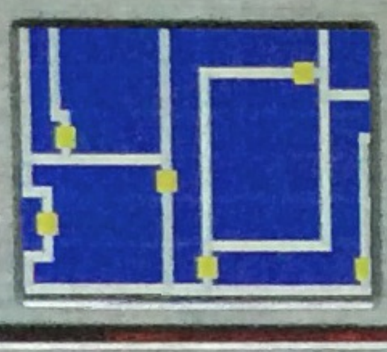
That ruby red really adds some much needed color to these ladies. The Virgin Hearts (Red Jewels one and two) are the perfect fit.

200-5

Equipment

Half Jaguar Tablet

Virgin Hearts



You can finally put to rest those two Red Jewels which were burning a hole in your storage chest. Don't hope to find a Rocket Launcher when you place them, because all you'll get is another puzzle. Done with one, and you're stuck with another.

Required



Red Jewel x2

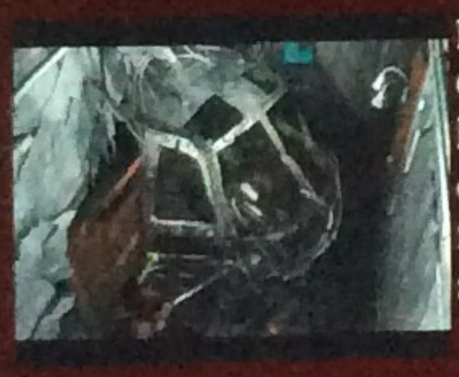


Once these virgins have their hearts back, the chained centerpiece will open up revealing a highly valuable Half Tablet Piece.



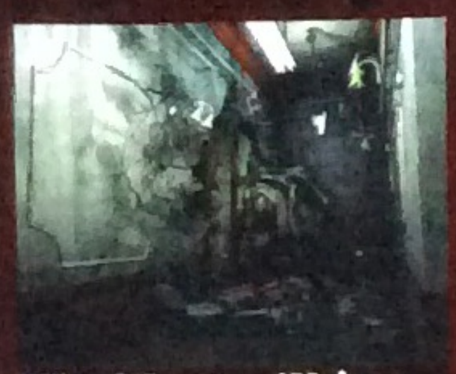
What? Only half a stone?! Just when you thought it was over, you'll have to find the other half to complete this tablet.

GOLD 200-5

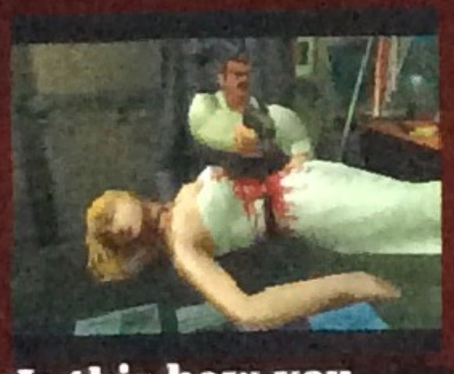


Place the combined C4 and Detonator here. Claire will automatically run for cover in a cut scene and...

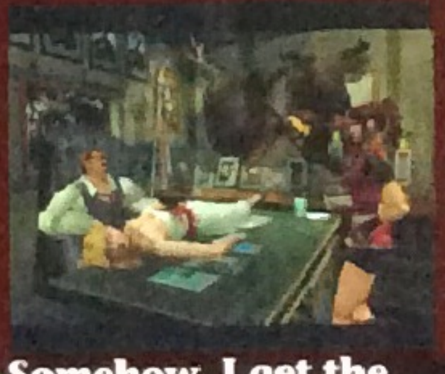
200-5 GOLD 200-5 200-5



The blast will jar loose the wreck and demolish the door, granting you access to a whole new area to the left.



Is this how you treat fellow humans in Raccoon City? Especially considering this man claims to be the Police Chief.

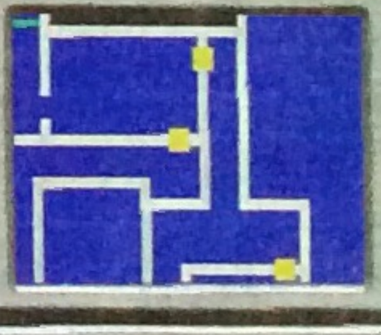


Somehow, I get the feeling this guy's elevator doesn't go all the way to the top floor. Better leave him alone.

Equipment

Half Jaguar Tablet

Virgin Hearts

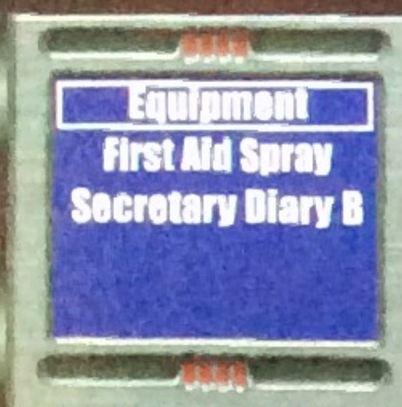


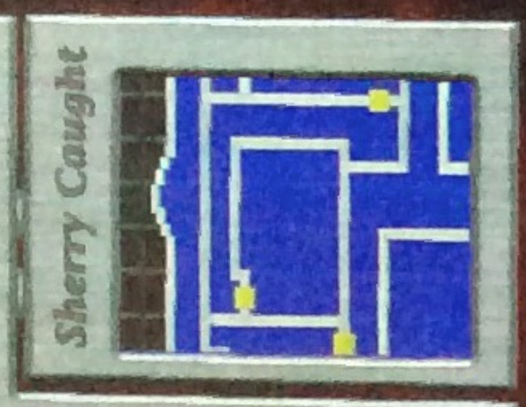
Earlier when you walked by the doused wreckage of the helicopter, you heard a scream coming from the left. Now you can get to that area with the help of this makeshift bomb.

Required

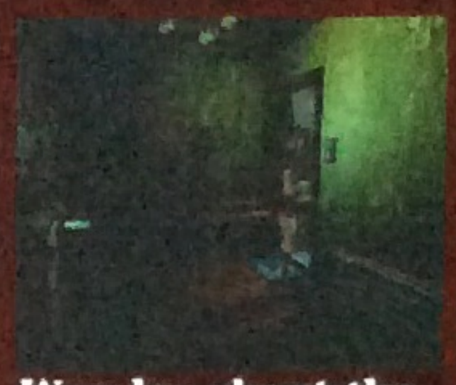


Bomb & Detonator





Exiting the unexplored door of the Taxidermy room, you'll walk down a shadowy hall with a stuffed tiger, then enter a dark maze. Within, you'll hear fleeing footsteps. Undaunted, keep going until you find the room with the light switch. Once the lights are on, all will be revealed... Sherry will stop and talk to you, revealing who she is and why she's constantly running. Her parents work for Umbrella; maybe they are behind the development of the mysterious "G" Virus. If so, that might explain why they are so busy that they've left Sherry unattended. She's also talking about a monster chasing her. And that growl sure sounded like a monster...



Wander about the dark maze until you reach this point. The switch to your right will shed some light on the situation.



It's Sherry, and it looks like she's run out of room to scarper this time. She'll try to make a break for the door.



But don't worry, your quick reactions will catch her before she can get away again. With just a few soothing words...



...Sherry will stop running and tell you who she is. Her parents work for Umbrella! I can't believe her mother left her alone here.



She says that a monster's chasing her, then will run away when she hears it roar nearby. You can't keep her here any longer.



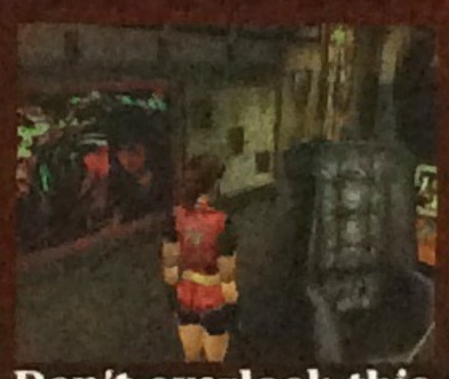
When she flees, just let her go. You'll never catch her, but don't leave before picking up the Chief Secretary's Diary B and the First Aid Spray.



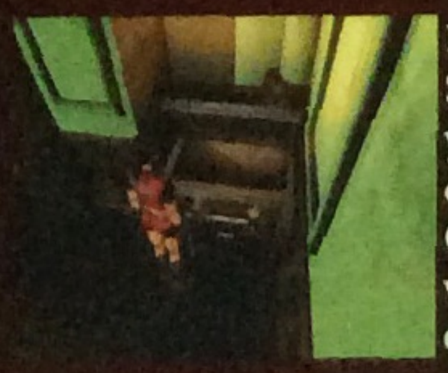
Looks like the Mayor's Daughter was covering this shiny Heart Key. That's three of the four suits. Only the Club Key remains.



Chief Irons is gone and he took the Mayor's Daughter with him. But he left behind his diary. Man, this guy is twisted... Hunting down humans like animals?!

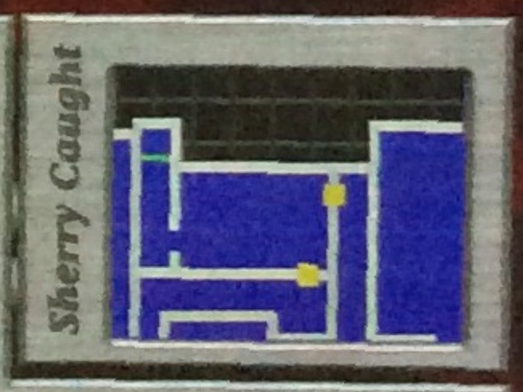


Don't overlook this conspicuous painting behind his chair either. That infra-red-style picture is hiding yet another puzzle.



Make a quick pitstop by Storage Chest 3 to pick up your two keys, the Hand Gun and Bullets, and lastly, the Grenade Launcher equipped with Acid Rounds. Leave everything else behind.





Your return trip through the Taxidermy Room will be less spooky because the Police Chief is gone, and he took the Mayor's Daughter with him. I wonder what he has planned for her? You'll have to keep an eye out for him... what kind of Police Chief would let this happen? After reading his diary, you'll soon find out. Brian Irons is one of the most revolting men you've ever met. To think that he executed one of his own men and watched him die. Making matters worse was the fact that he recorded it in his diary for later recollection. What a freak!

R.P.D 1st Flr.

Survival Horror Tactics

Claire

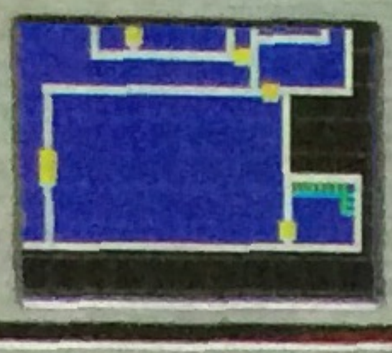


Armed with your two keys, the Hand Gun and Grenade Launcher, it's time to unlock some doors and explore the right side of the 1st Floor. Let's find out what mysteries this side of the building holds.

200-5

Equipment
Green Herb x4
Hand Gun Bullets
Map
Ink Ribbon

East Office



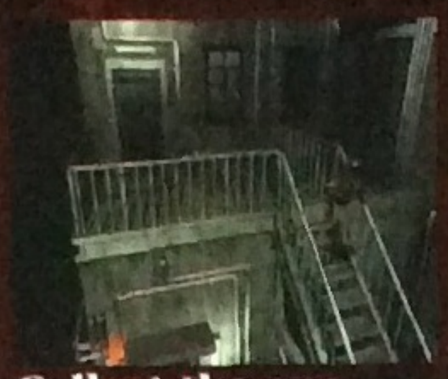
Head out the small outside stairway from the 2nd Floor Crow Hallway. Take that flight down to the 1st Floor, collecting the Herbs along the way. As expected, this Office is full of donut-eating Zombies. Use your Hand Gun on the ones in the East Office, saving your grenades for later Zombies.

Required



Heart Key

GOLD 200-5



Collect the one Green Herb at the top and the two at the bottom of the Outside Stairs. Then go in the bottom door.

200-5



Most corpses you come across will die with Hand Gun Bullets in their possession. Always check every (human) body.

200-5

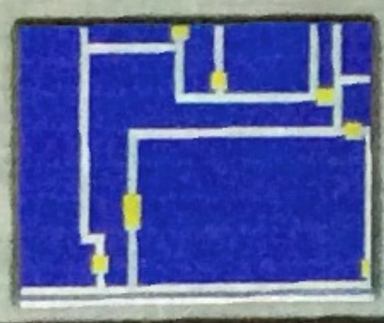


Unlock this door to your immediate right to remove the Heart Key from your inventory, but don't go in yet. Return to the main East Office.

200-5

Equipment
Green Herb

Gang Green



You remember those "later Zombies" I was telling you about? Well, they're right here. There's a gang of six Zombies waiting for you as soon as you come out the other side of those blue double doors. They don't come in six pack formation; you'll see two, then three, and finally a straggler. I strongly recommend using the Grenade Launcher with Acid Rounds to deal with this bunch. If you use the Hand Gun, you're only going to get swarmed and you'll use up all those Green Herbs you just picked up.

GOLD 200-5



Watch out for this Zombie Policeman. He's sleeping on the job, and if you wander by, he'll wake up quickly.

200-5



The safe combination (2236) can be found on the Police Memo in your files. The contents of the safe include Acid Rounds and a map.

200-5



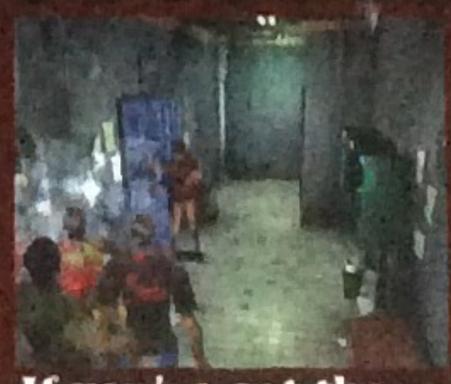
Make sure you don't miss the Herb behind the "Chief's desk" in the smaller room and this Ink Ribbon in the larger room.

200-5



Equip the Grenade Launcher and wait until the first two Zombies get close. One shot should take them both out for good.

GOLD 200-5

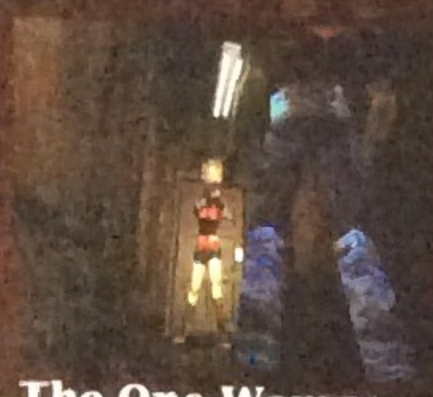


If you've got the skills, you can drop the next three Zombies with just one shot also. Finish off the last guy with your Hand Gun.

200-5



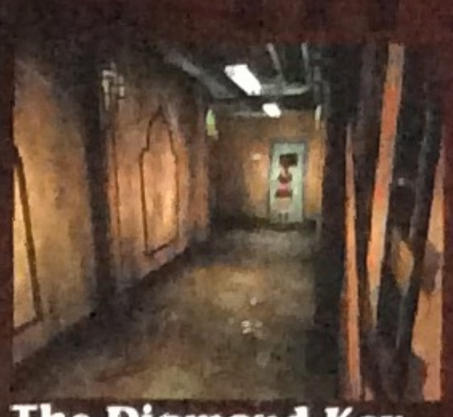
If you took some damage back there, you'll find another Green Herb up the Hall from where those Zombies came. Make a right and go down the hall.



The One-Woman demolition team continues on alone. No clues or notes around here; just a trio of Zombies.

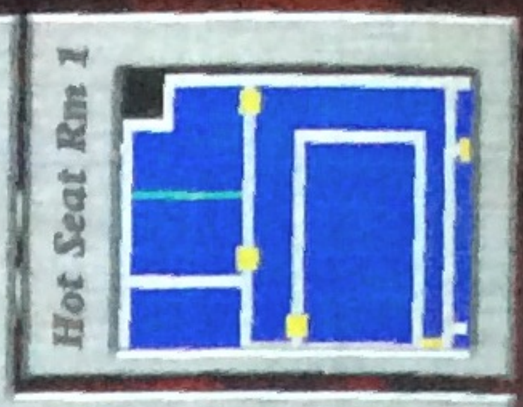


The camera angle makes it a bit difficult to judge perspective, but just back up if you can't see them well enough.



The Diamond Key can unlock this door, but pass it up right now. Instead, hang a left and enter the first door on your right.



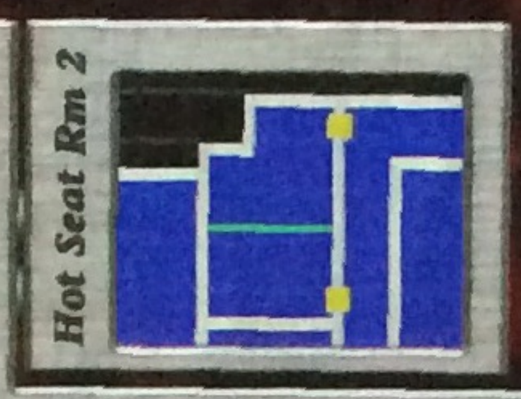


When you enter the next hallway, you'll smell the same thing you did coming into the last hallway: rotting, putrid, decaying flesh... and lots of it. In fact, it's moving, and it's headed your way. Put a stop to that and then go down the hall to the second door on your right.



From here, you can see a Stone shining on the shelf in the next door room. Don't forget the Bullets on this desk.



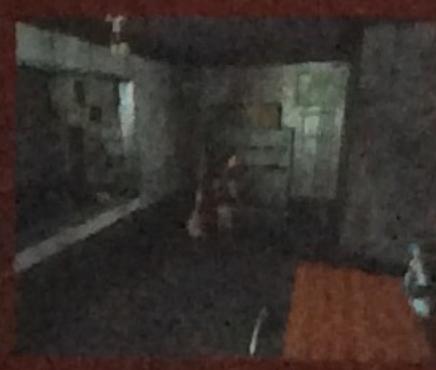


Now that you've been on the other side, and know what you're walking into, use the Diamond Key on the room which you passed up (next door). Then grab the cord and Eagle Stone in that order. A Licker will crash through the window after you take the Eagle Stone.

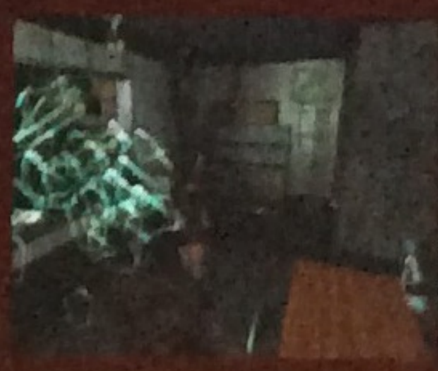
Required



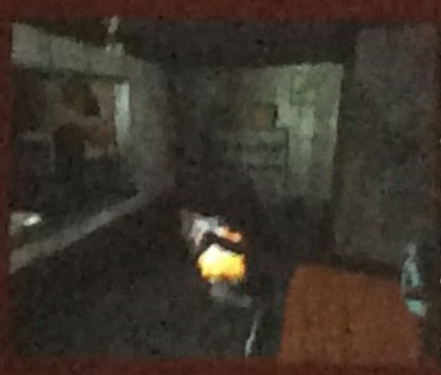
Diamond Key



Ahh... the Eagle Stone. Now that painting puzzle is becoming clearer. All that's left now is to find the second half of that Blue Stone.



You're about to have an unexpected visitor. Even when you're expecting him, he can still scare you. You can either run around him and exit right away...



...or blast him. Hope you didn't use up your Acid Rounds on "Gang Green" two hallways back. You'll need it to floor this flat-footed fiend.

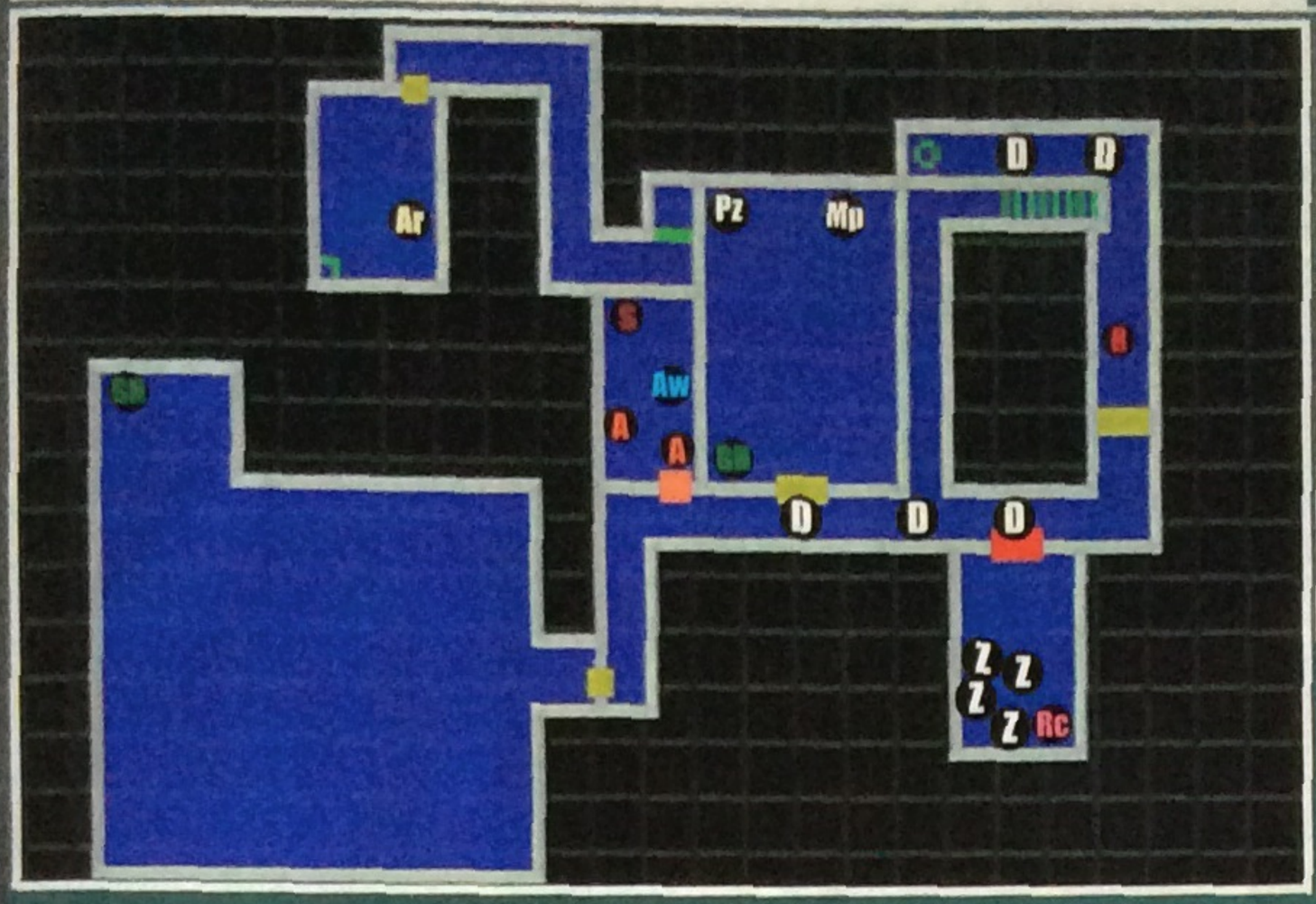
RPD Basement

Survival Horror Tactics

The last door in this hallway is locked and requires a Club Key. Backtrack through the hall back to the Double Blue Doors. Pass through those doors and the East Office until you reach the Heart Key door. Pass that and down the hall you'll find stairs to the Basement.



R.P.D. Basement



Items Key


x1
MAC11 Sub-machine Gun


x2
Green Herb


x1
Red Herb


x1
Acid Rounds

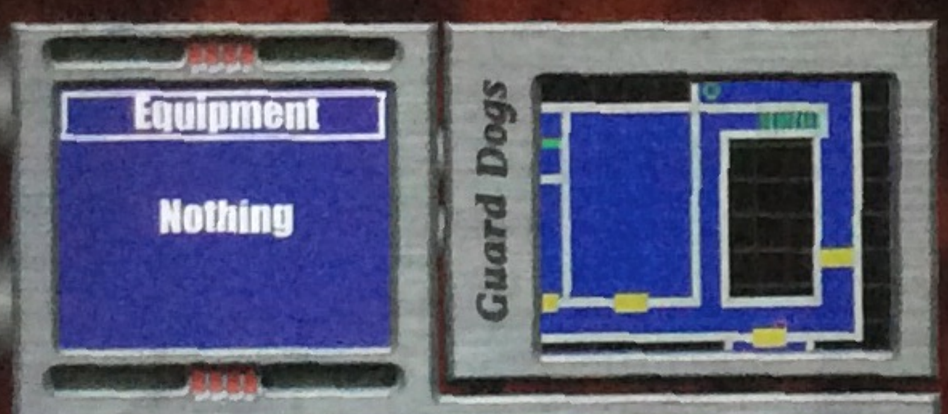

x1
Arrows


x2
Hand Gun Bullets

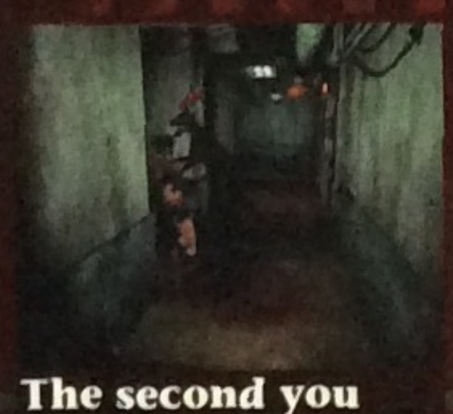

x1
Red Card Key

Key

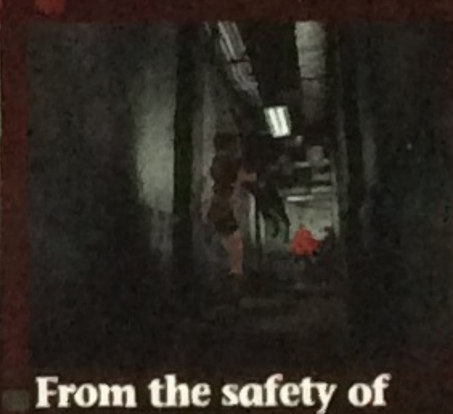
Z •Zombie
D •Dog
Pz •Puzzle
Mp •Map
•Club Key Door
•Red Card Key Door



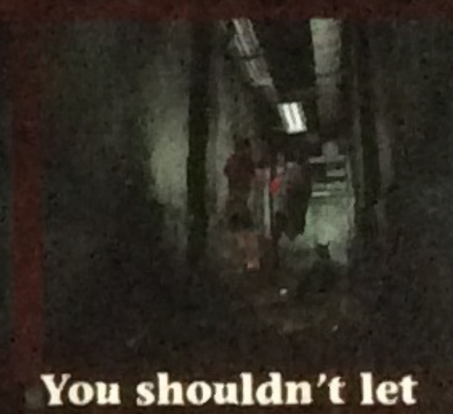
Taking those stairs down leads to a brand new floor - The Basement. I wonder what sort of secrets the R.P.D. has stashed away down here? It'll be a good idea to keep that Hand Gun cocked and loaded. The Police Chief wouldn't leave this place unguarded...



The second you step out to this area, you'll dodge a mauling by an attack dog. Immediately step back into the hall you came from.



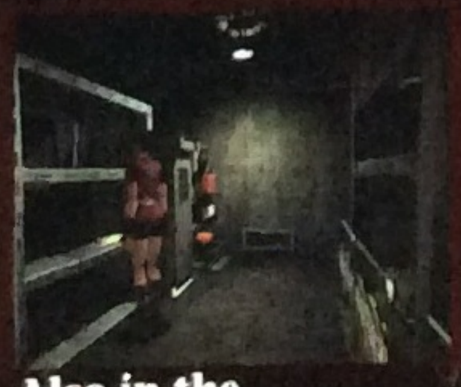
From the safety of this mini-alley, take these hounds out without them getting on both sides of you. Don't let this happen, unless you love the bite of teeth...



You shouldn't let Rover and Spot get this close to you. Plug 'em from far away as soon as they stand up. And always aim straight, not down.



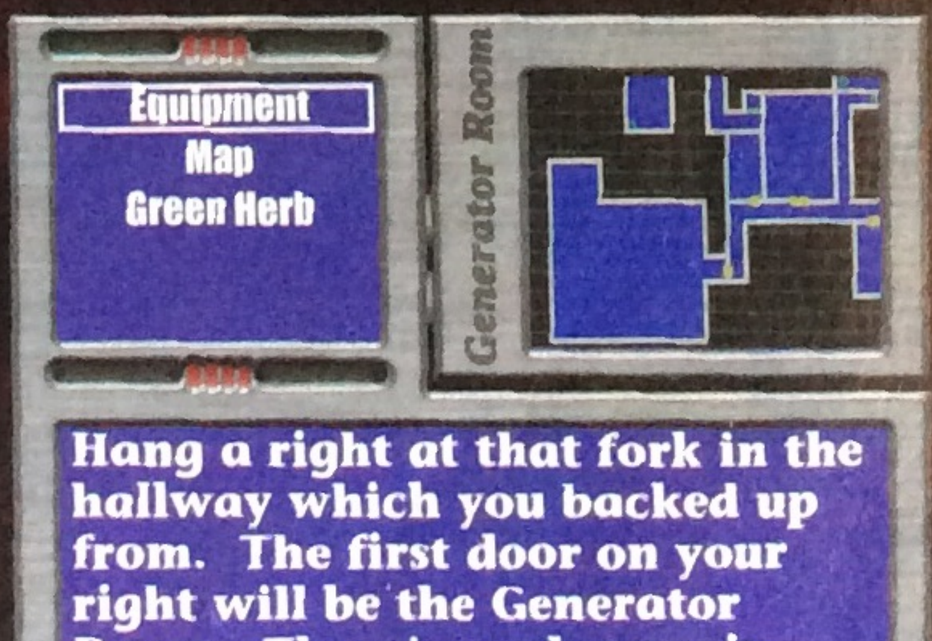
This puzzle is on the back wall of the Generator Room. Flick the switch "Up,Up, Down,Up,Down." That will power up the card reader at the entrance of the room next door.



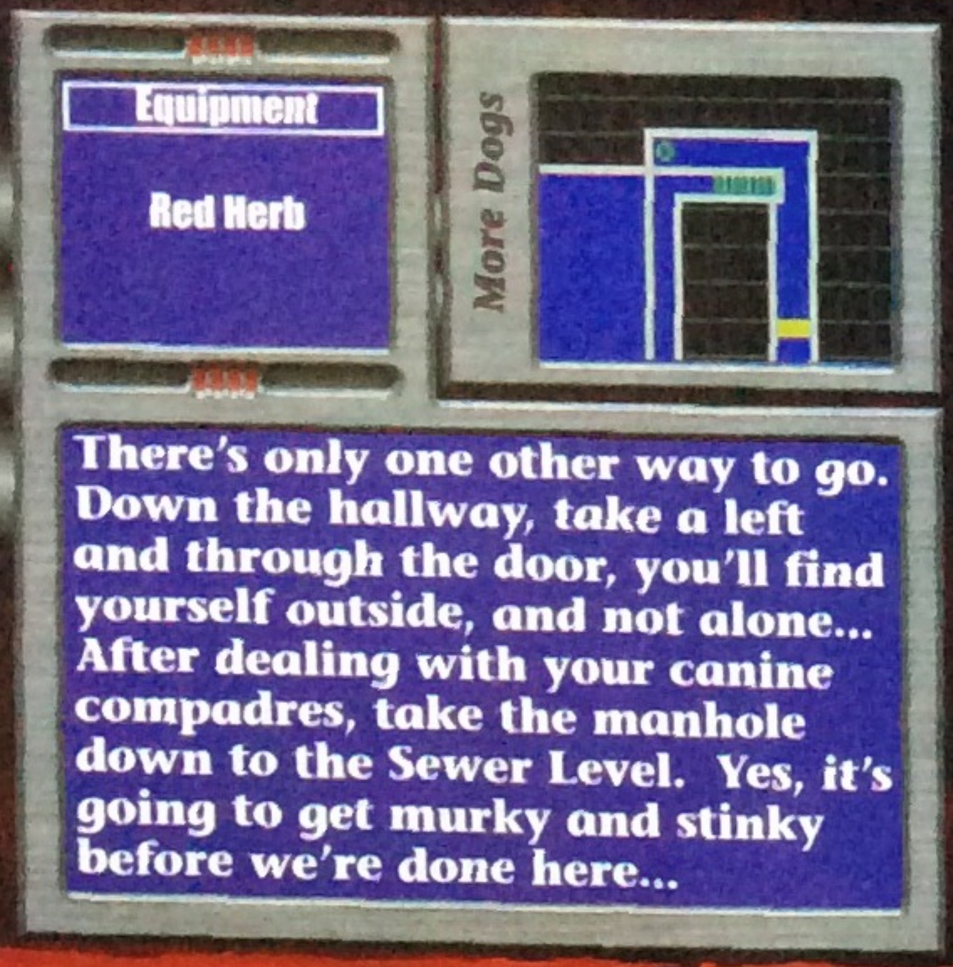
Also in the Generator Room, you'll find a short-lived map of B1 which you don't really need. Instead, you need the Card Key to get in the room next door.



Yup, a 10 car garage, and the only item you can find is a potted, Green Herb near the gate. Go figure. These must be impounded vehicles, so no joyriding!



Hang a right at that fork in the hallway which you backed up from. The first door on your right will be the Generator Room. There's no danger in here, just a minor puzzle. When you're done here, make a right again and follow the hall all the way down to the Garage. The place looks enormous and full of secrets, but you'll only find a Green Herb.

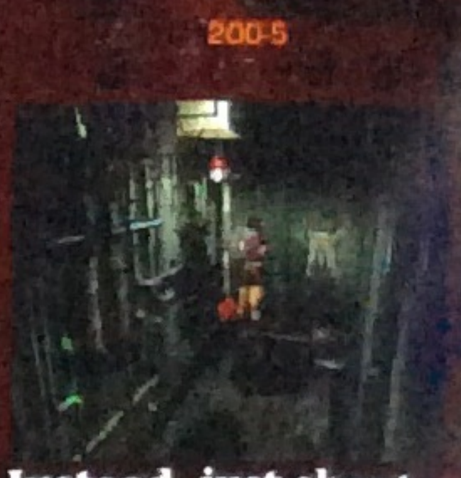




When your back is turned in this alley, two dogs will jump down from either side to surprise you. Run to the edge of the alley where you'll see a man-hole into darkness.



Stand with your back to the wall, then start picking off both dogs. You don't have to shoot them in mid-jump.



Instead, just shoot them once with your Hand Gun as soon as they get up from their last fall. Then use the action button over the manhole to go down.

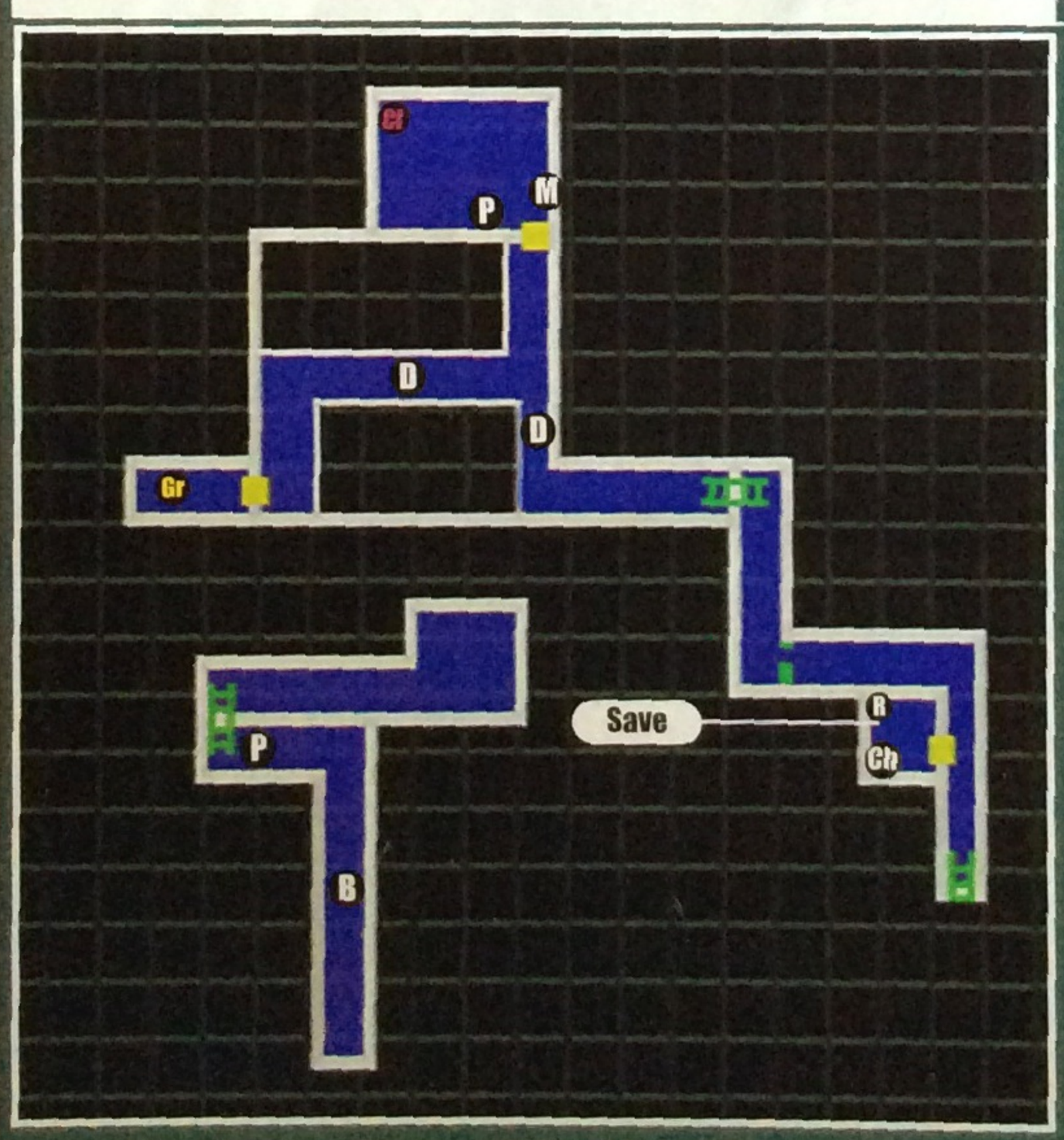
Sewage Disposal

Survival Horror Tactics

It's dark, it's slimy, it's home to 50 foot Alligators. Welcome to the sewers. There's no rats here. But, there are plenty of spiders and murky water. At least you don't have to worry about the smell...



Sewage Disposal





Sewage Disposal

Survival Horror Tactics



You'll be thrilled to find there's a Storage Room right at the beginning of the Sewer Level. It'll be your only Storage Chest on this and the Basement 1 level. As soon as you exit the Storage Room, you'll see Sherry and she'll run away from you again as usual.



Don't miss the hard-to-spot Ink Ribbon next to the typewriter. As soon as you exit the room, you'll see Sherry.

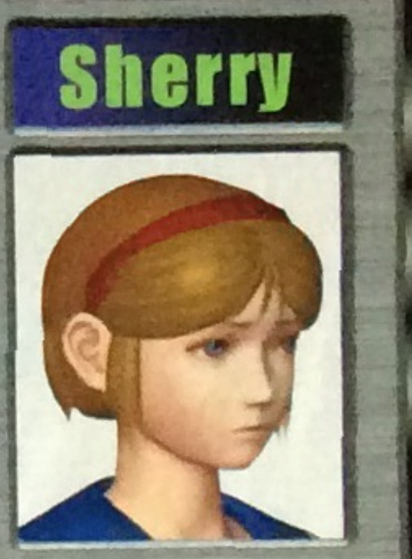


She'll do her usual "Run away from me when I'm talking to you" deal. Wait! Sherry! Have you seen a Club Key?



When she climbs up here, you think you've seen the last of her, but you'll be pleasantly surprised that you can relive your childhood.

Ahh... to be young again. This little romp in the Sewer will be a fresh out-of-body experience for you. There's only one downside. Sherry can't pack a Submachine Gun or even a Knife.

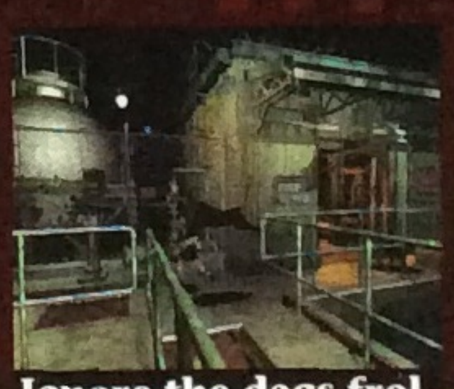




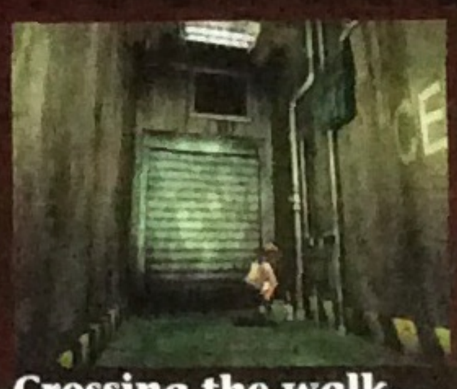
Guess you'll have to get by on your charming smile. The only items in your inventory are a First Aid Spray and a family picture. Although I'm sure those drooling Attack Dogs would love to stop and admire your Polaroid, I don't think there's time for Show & Tell just now.



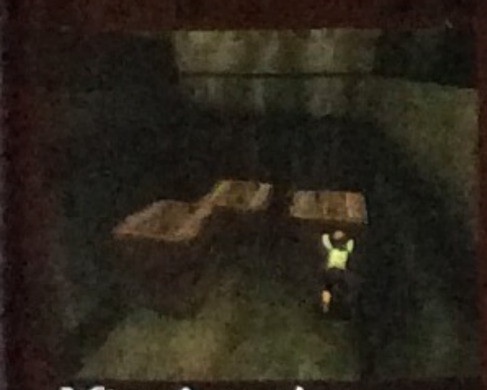
Use those young legs of yours to run just like Claire did at the beginning of the game in the City Area.



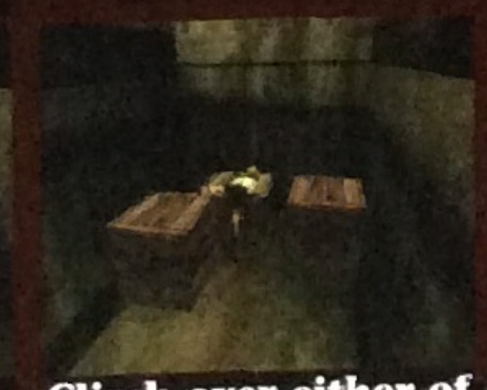
Ignore the dogs frolicking around you; with your First Aid Spray and the blazing speed of youth, you have nothing to worry about.



Crossing the walkway to the other side of this area will lead you to this Grenade Round. Sherry can't use it, but she'll give it to Claire later.



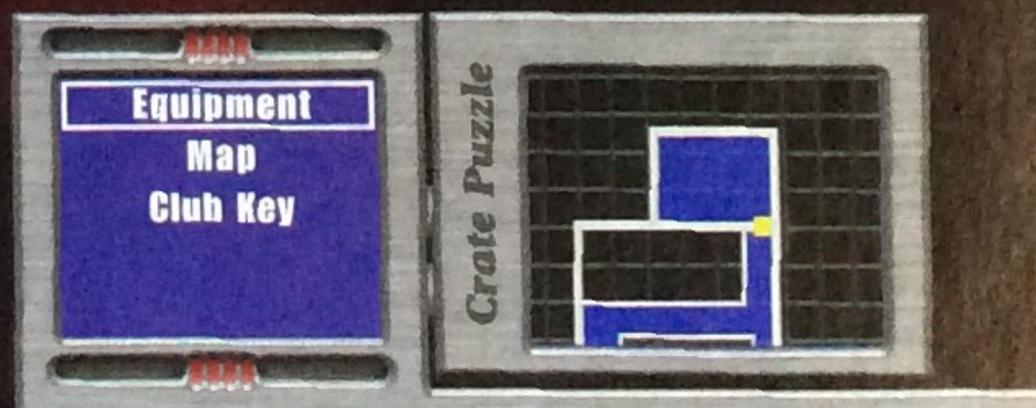
After jumping down the stairs on the left side of the room, push this far right crate all the way to the end wall.



Climb over either of the two left boxes, then drop into the empty corner at the left. From there, push the middle crate over until it touches the far right box.



Once the middle box is pushed into place, climb over the left one and push that into spot completing the puzzle. Then, just climb back up and flick the switch to raise the water.



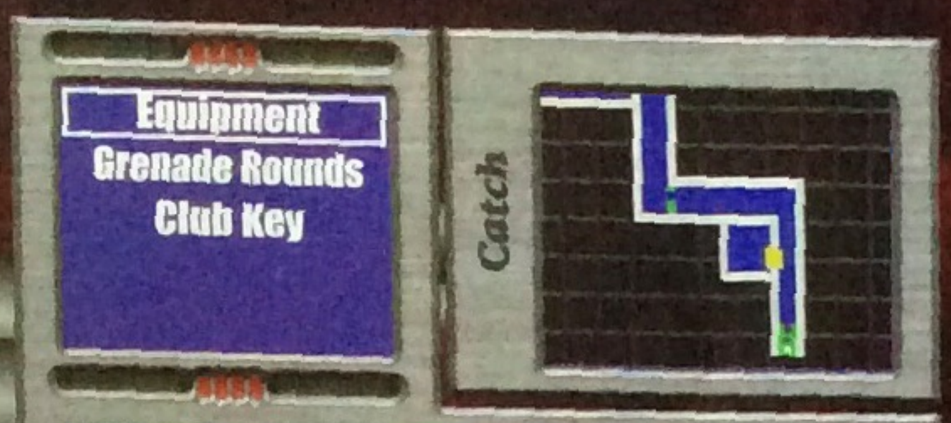
From the room where you found the Grenade Round, cross the walkway and take a left at the fork. Inside that room, you'll see three crates which are out of position to form a bridge across. If you hit the switch, it will raise the water which will lift the boxes. Since they're out of position, you have to go down there and move the boxes. When they're in position, raise the water and cross the bridge of crates to the Club Key.

Sewage Disposal

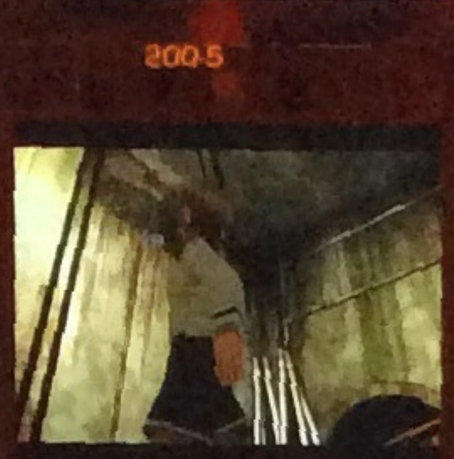
Survival Horror Tactics



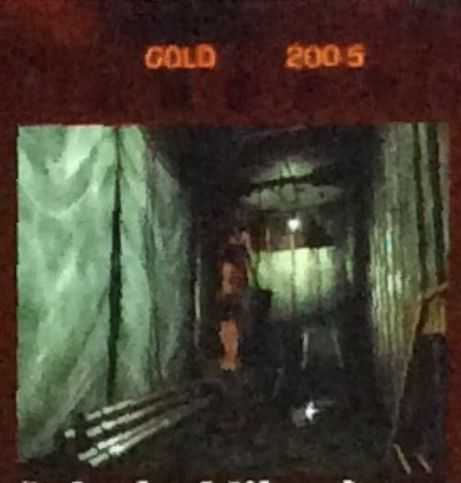
I'm sure you've had enough vicarious living by now. Return to the elevator and when Sherry reaches the bottom; she'll toss you the items and it's back to being a woman again.



Upon Sherry's return, she'll toss you the two items she picked up, then run off on her own again. At least you have the Club Key, though. Now just take the time to save your game at the Storage Room and backtrack.



Here's the Club Key and the Grenade Rounds. Sherry is really something. I just hope she's going to be okay...



It looked like she headed off in the direction of those dogs again. Oh well. Grab the two items and head back.



Save while you can, because the matching set of "card suit keys" is complete at last. Now you can start abusing the Club Key.

Basement

Survival Horror Tactics



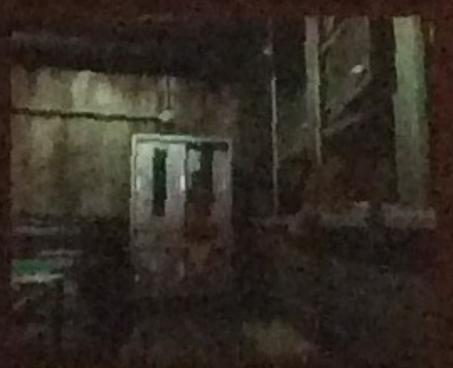
As soon as you return to the Basement Level, two Lickers will greet you in this hallway. Blow them away with your Grenade Launcher, then use the Club Key to access the room on Claire's left.



After dealing with the two new Lickers in the hallway, go through the double doors into the Autopsy Room. I hope you didn't just eat, because there's dead bodies and undead bodies in this place, and it'll be hard to tell which is which until somebody sorts 'em out at the end. Or until they start moving...



You have time to shoot the two Lickers before they jump like this. Once they're dead, use the Club Key to unlock the double doors pictured here. Inside, you'll find the Autopsy Room. How appropriate. There's two new corpses which still lay smoking just outside.



The room is remarkably quiet until you walk by that panel which falls. As soon as you take the Red Card Key...



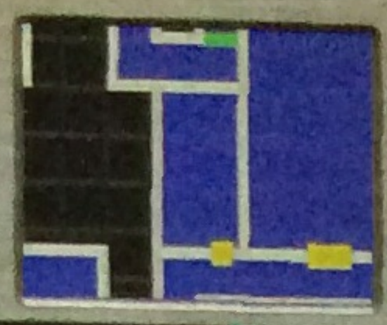
...the trap will be sprung, and the Zombies will ambush you. Use the Boom Stick to return these night-stalkers to their shallow graves.



Although not as flashy as the pictures, you can also opt to run away from the Zombies as they rise. You might have to break a hold or two, but you'll save ammunition.

Equipment
Bow Gun Bolts
Hand Gun Bullets x2
Sidepack
Submachine Gun

Storeroom



The locker in the back of the Storeroom contains a Sidepack (which gives you two extra inventory slots) and a Submachine Gun (a great weapon for killing bosses). If you take these two items now, they will not be there in your next game (Leon R) which is affected by your actions in this game. Considering your next game will be more difficult and dangerous than this one, I recommend leaving these two items now, so you can pick them up next game.

Required



Red Key Card



Assuming you passed the puzzle in the Generator Room earlier, the power will be on to the Key Card Reader outside this room. Once it's on, use the Red Key Card here to unlock the door to the Storeroom.



Add the Box of Bullets in front of Claire to your diminishing supply of ammunition along with the Bolts and Bullets directly behind her. These extra munitions should get you by for a while.



The locker in this room holds a Sidepack and a Submachine Gun. You can choose to take these items now or in the next game (after you finish Claire). I suggest you leave both these items behind. They will be helpful later.

R.P.D 1st Flr.

Survival Horror Tactics

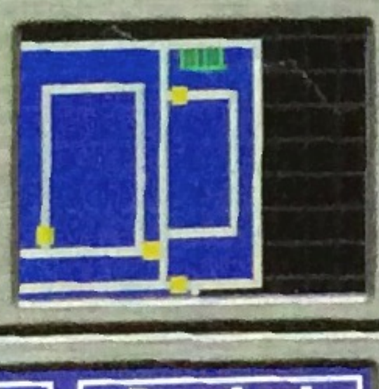
Claire



Since you've just cleared the entire Basement, take the stairs up and unlock the door behind the stairs. You won't find much, but at least your map is filling in completely. Then head to the other side of the first floor.

Equipment
Watchman's Diary
Grenade Rounds

Lounge



After visiting the Club Key Room, pay a visit by Storage Room 1 and pick up the Cord you found in the Interrogation Room. Use that Cord on the panel in the first hallway (where the Licker fell on you) to close the shutters on the windows.

Required

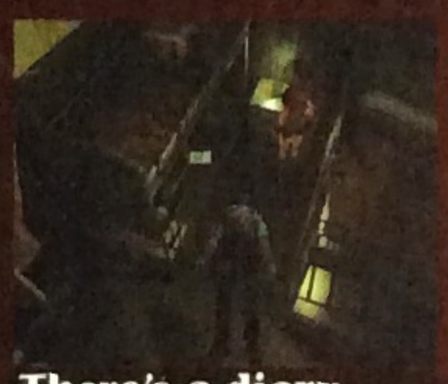


Cord

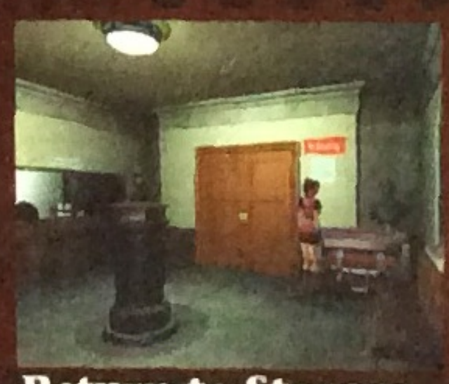
Required



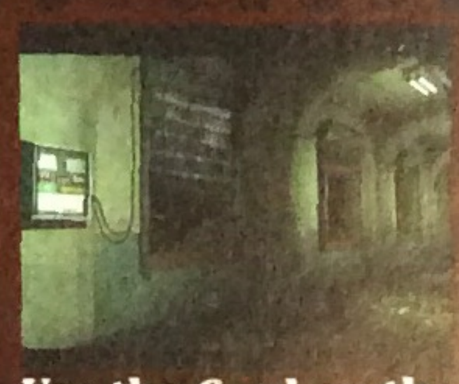
Club Key



There's a diary and some Acid Rounds. That's all you get. By the way, don't shoot that guy on the ground. He really is dead this time. No joke. No surprises.



Return to Storage Room 1 and take along your Bow Gun, Bolts, Lighter, Crank, and Club Key. You might want a Green Herb or First Aid Spray if you think you'll need it.

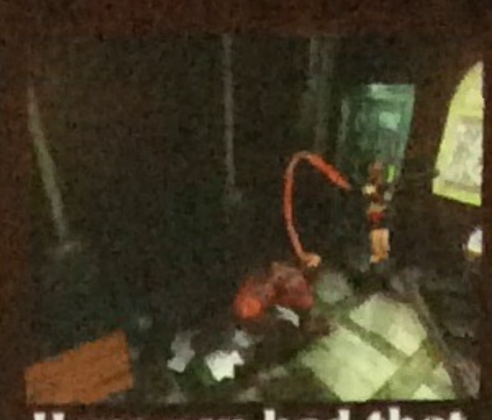


Use the Cord on the left hand panel shown here in the first Hallway. It will close the shutters, preventing Zombies from entering through the windows later.

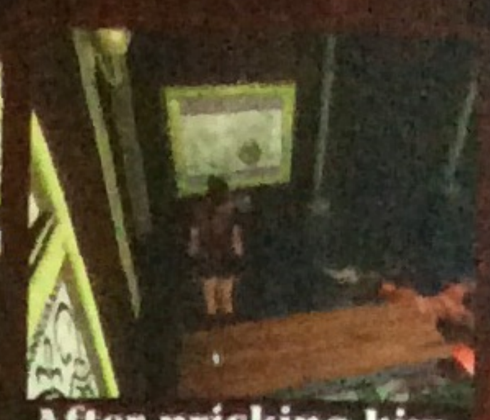




I'm sure you're dying to know what's behind the Green Door. It's actually worth the wait.



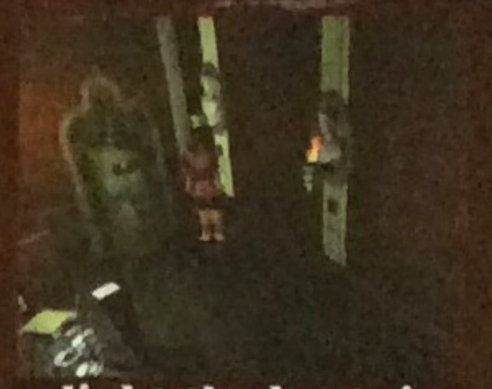
Hope you had that Bow Gun loaded, because there's a Licker waiting for you when you come in. Don't let him lick you like this.



After pricking him with two volleys of arrows, he'll be flat on his back. Over here, you've got film in front and a puzzle behind you.



The Wheel painting gave you all the clues you'll get. Over here, light the furnace on the left with the lighter, then...



...light the busts in order. Queen = 12 King = 13 and Jack = 11. If you lit correctly, the gear will fall out of the painting on the other side of the room.



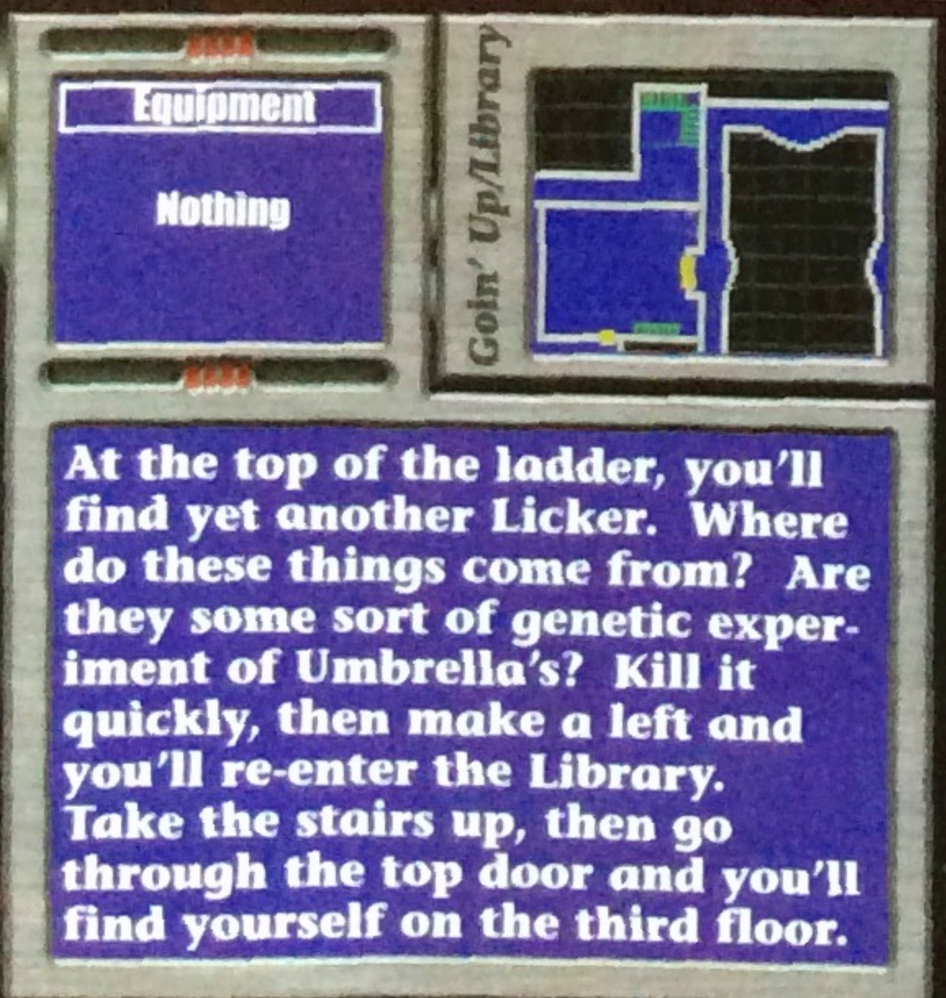
If you did it right, the gear will fall out of the painting on the other side of the room. Collect it (and the film) then get out.

R.P.D 2nd Flr.

Survival Horror Tactics



At this point, all the rooms in the first and second floors of the Police Station should be mapped out completely. The only place left to go is the Third Floor. Start by scaling the ladder in the Main Hall.





Hit him in the back as soon as you reach the top of the ladder. Then pierce him again before he can attack you. If you didn't hit cleanly with both shots, you may need a third.



When you re-enter the Library, you'll trigger a cut scene of zombies pouring in through the windows. If you closed the shutters earlier, only half their numbers will make it in.



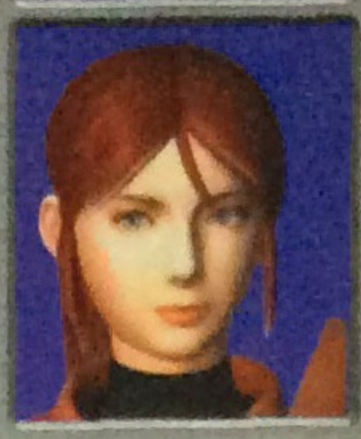
There were two locations you could have used the Cord. Assuming you used it at one, that area will be clear of Zombies in your next game (when you play Leon). The other will not...

R.P.D 3rd Flr.

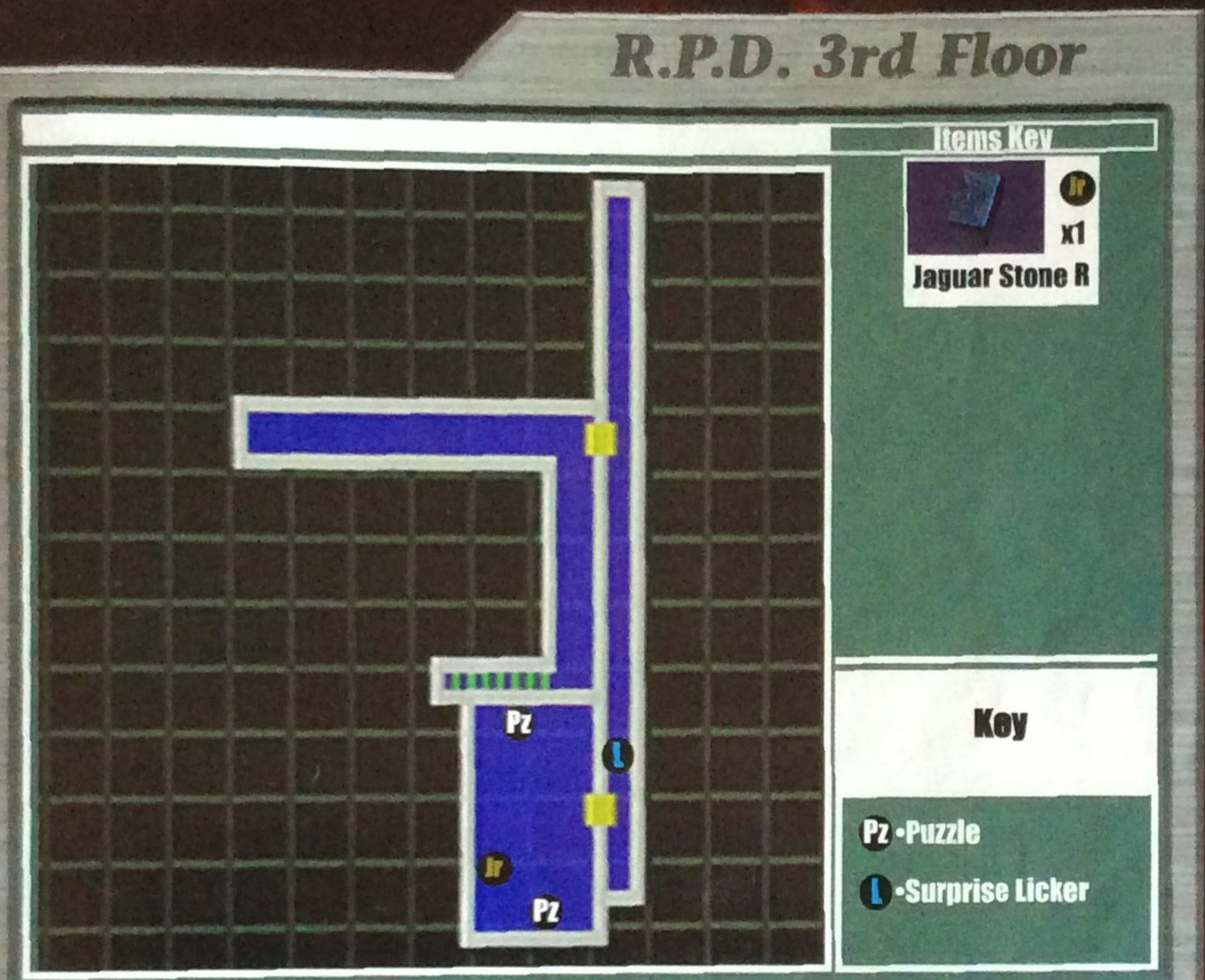
Survival Horror Tactics

The ancient clock powered by the third floor gears has not been running for some time. The cogwheels have grown old and rusty, and it looks like the caretaker of the top floors has retired.

Claire



R.P.D. 3rd Floor



Items Key

Jr x1

Jaguar Stone R

Key

Pz •Puzzle

L •Surprise Licker

200-5



Watch out for this guardian of the Clock Tower. He'll be waiting for you in the Main Hall as soon as you enter.

200-5

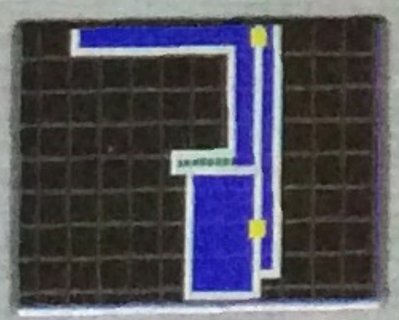


You'll have to start the gears manually with the help of this Crank which you use on that hole in the wall.

Equipment

Half Jaguar Stone

Gear Puzzle



Maybe you can get the gears moving again with the Crank and Cogwheel at your disposal. If you're successful, you'll receive the second half of the Blue Stone, which will finally complete your stone collection. At last!

Required



Crank

Required



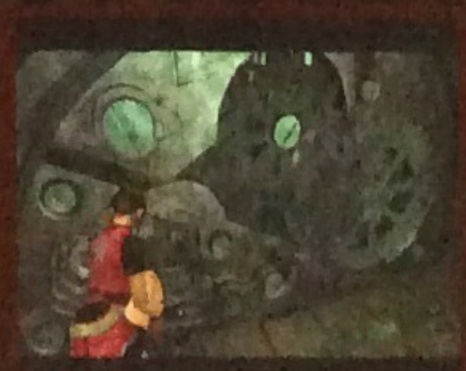
Cogwheel

200-5



You've just lowered the stairs to the enormous 4th Floor. Just kidding. This chamber is the entire top floor of the Police Station.

GOLD 200-5



Climbing the stairs, you'll find that a gear is missing from this apparatus. Just slip in your Golden Cogwheel to alleviate the problem.

200-5



And this panel to your right will slide back revealing the second half of the Blue Stone. Simply combine the two halves to get a whole Jaguar Stone.

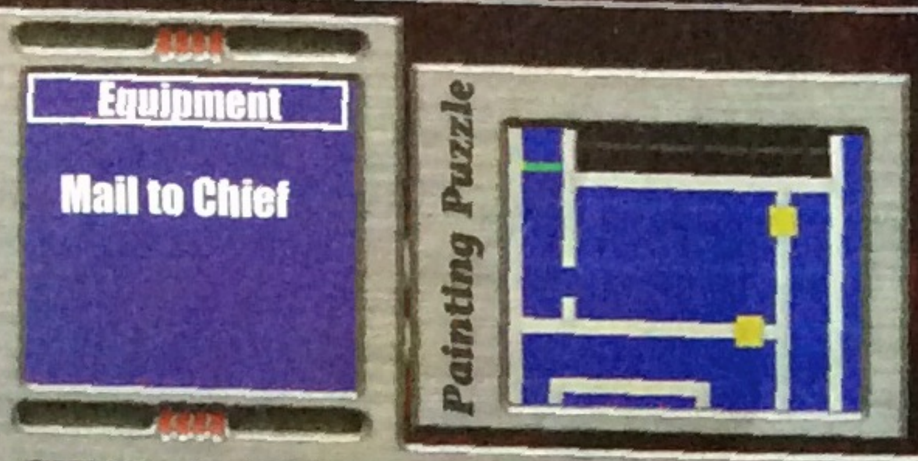
R.P.D 2nd Flr.

Survival Horror Tactics

Claire



Now that you have collected all the stones (pick them up from a Storage Chest if you haven't already), you're ready to tackle the Painting Puzzle which you discovered earlier behind Chief Irons' desk.



At last! The collection is complete. Pay a brief visit to the second storage Room (next to the stairs on the first floor). In the trophy room (past where you blew up the helicopter) you'll find Sherry instead. You should be able to solve the painting puzzle now.

Required	Required	Required
		
Jaguar Stone	Eagle Stone	Serpent Stone



First, visit Storage Room 2 to develop your two rolls of film, pick up your three Stones and Grenade Launcher from the Storage Chest, and lastly save while you're here. Then proceed upstairs to the room where you first met Chief Irons.



When you enter the room with all the stones, Sherry will be standing here waiting to see what you do.



Place the three full Stones in the painting, and a hidden door will open to your left. Down the hall is an elevator.



As you're about to enter the elevator, Sherry will come out and try to follow, but you tell her to stay here until you make sure it's safe.

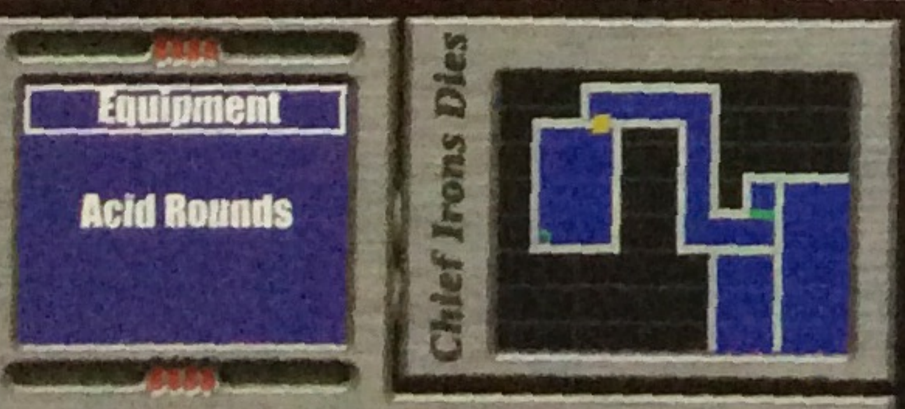
R.P.D Basement

Survival Horror Tactics

Claire



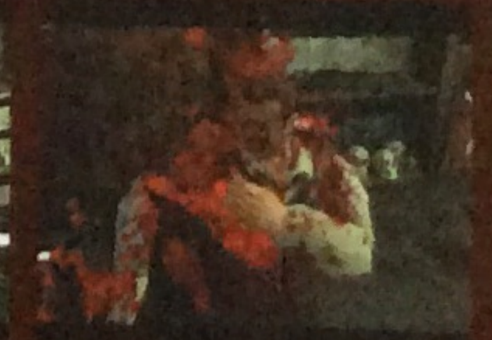
The plot thickens. First, a mystery monster with a cornea arm shoves something unattractive into Chief Irons' mouth. Then, when you run into the Chief, he tries to kill you, before coming apart at the seams...



Your second meeting with the Police Chief starts the same as the first; with him pointing a gun at your head. But before he can make good on his threats, Chief Irons is literally torn apart by a newborn nightmare. Could this be a product of the "G" virus?



Just as the Chief approaches you in a threatening manner, he stumbles and clutches his chest. Before you know what's happening, a tiny monster will tear Irons apart.



This angry parasite cuts short your conversation with the Chief by splitting him in half. Then, it covers its tracks by heading down the hatch in the corner of the room.



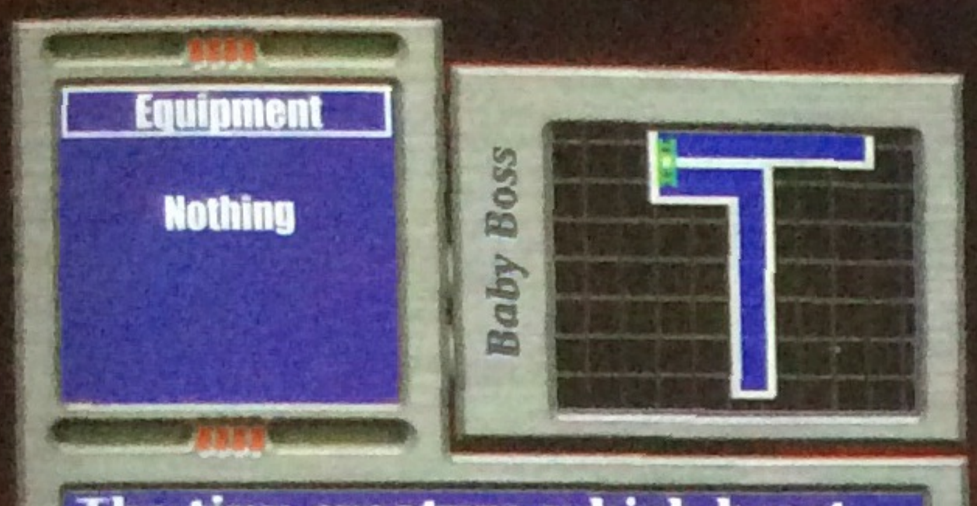
Before you go chasing it, collect these Acid Rounds and arm your Grenade Launcher. If you haven't done it recently, it would be a good idea to save your game.

Sewage Disposal

Survival Horror Tactics



When you climbed down the ladder looking to pick a fight, you were expecting the runt which fled earlier. Well, I hate to disappoint you, but that creature is about to grow up very fast. You'll have to fight big brother.



The tiny creature which burst from Chief Irons body did not look too intimidating, but when you corner it on this walkway, it turns to fight like a trapped animal. And to make matters worse, the "G" Virus causes it to mutate at a phenomenal rate. After the metamorphosis, you won't even recognize the embryo which you'd seen seconds earlier. Instead, you'll be staring into the eyes of a cornered and very upset behemoth.



The "G" Virus' full power is shown off by this accelerated transformation. I hope you brought plenty of health and ammo.



It's big, it's upset, and it's spitting out little vermin-like unsavories. Keep your distance at all costs.



You have two options when fighting this beast: 1) Plug away from long range with the Grenade Launcher or Submachine Gun.



2) The "Skilled" method would be to target that third eye on its side. You'll have to manually aim at it, but it seems to deal more damage if you hit it there.



After you wear it down some, the monster will start lumbering with a limp. It should be easier to take down at that point.



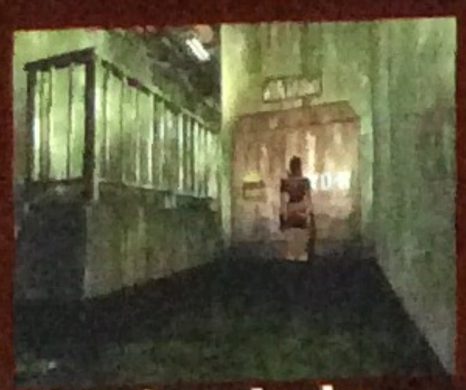
After you've killed Baby, you still have to deal with those vomited babies. Shake off and crush the last of them, then move on to the switch.



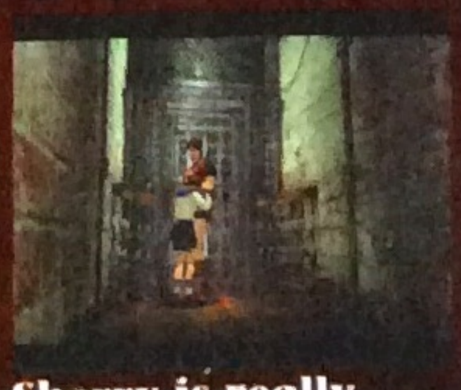
Note: Try to ignore the smaller babies running about. You can squish them by walking over them and can shake them off when they jump on you.



This switch at the end of the platform will drop a ladder which brings you to the adjacent room on the same floor.



This door looks like a promising escape route. But you have to go back for Sherry in the Taxidermy Room (2nd Flr).



Sherry is really glad to see you again. You're becoming a surrogate mother for her during this time of crisis.



Following your trying ordeal with the first boss in the game, you'll lower a ladder leading to the next room. Therein, you'll find an escape door leading out of the Station. Go back to 2F to pick up Sherry and tell Leon that you're ready to skip town through the sewers.

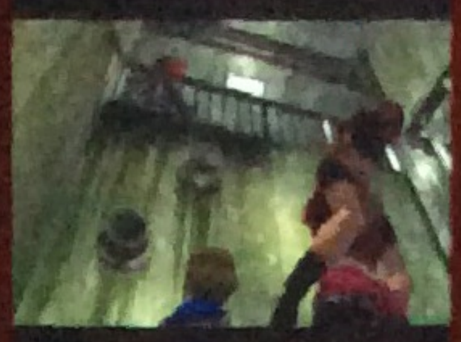
Equipment

Nothing

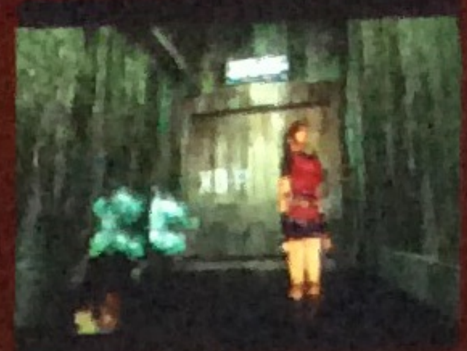
Parted Again



Before you can exit through the escape door, you'll see Sherry's mysterious cornea-armed companion walk by on the level above you. Luckily, all three of those eyes didn't manage to spot you, and you'll pass through the sewer exit door in apparent safety. But, your party is split when Sherry is sucked down a water duct.



So that's Sherry's nightmarish stalker... she wasn't imagining him after all. You're lucky he doesn't see you. Quick! Through the door.



Just when you think you're getting out safely, Sherry disappears from you again.



It's a long fall down, but Sherry is a survivor. She's demonstrated that before, and she will again by getting up right away. But you two are separated again.

Sewer B-2

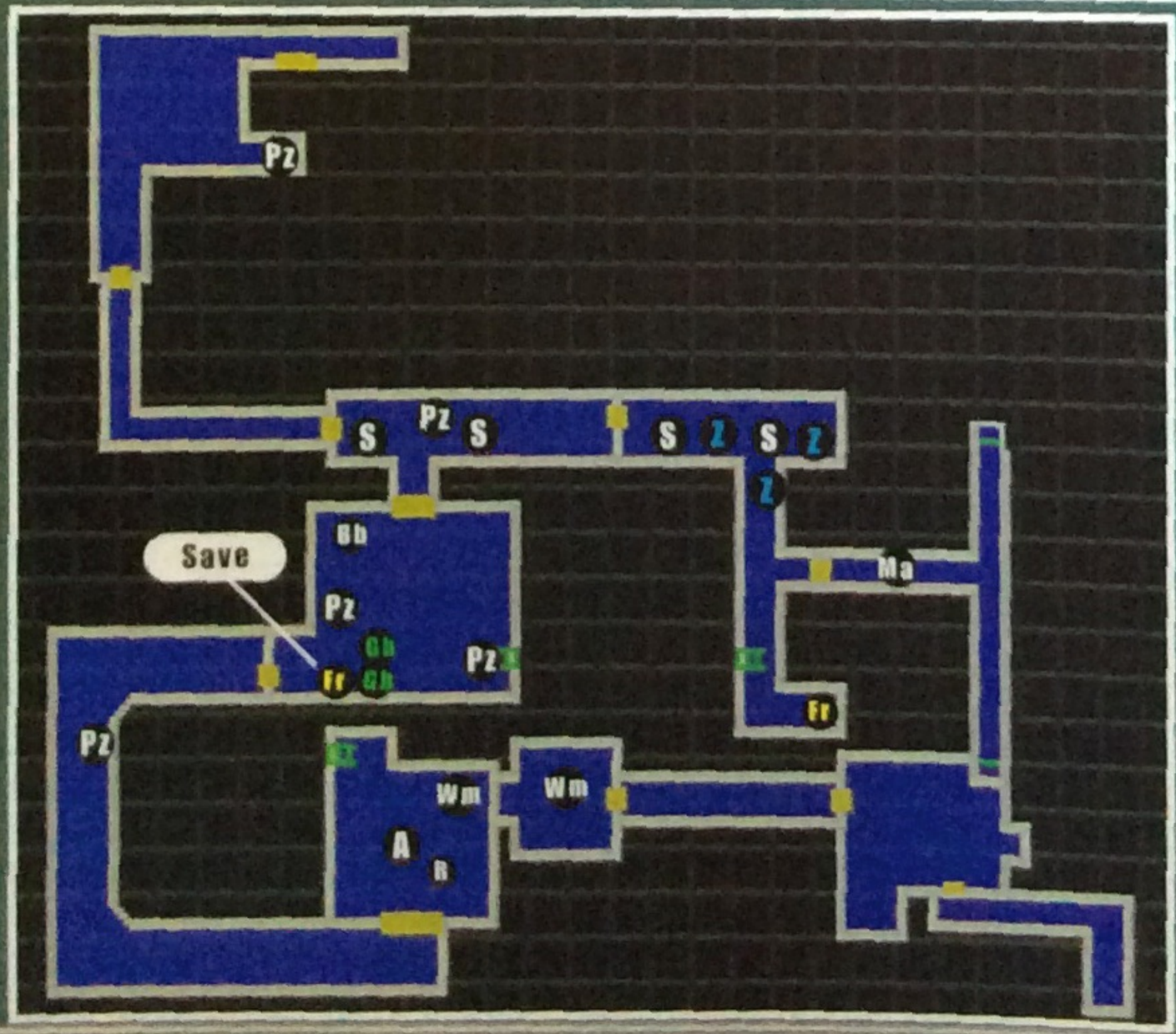
Survival Horror Tactics

Sherry survives the fall, but is once again separated from Claire. You two will have to find your way back to each other. Start by exploring your immediate surroundings. Without a weapon, this could be tough.

Sherry



Sewer B-2



Items Key

Wolf medal x1

Green Herb x2

Flame Rounds x2

Ink Ribbon x1

Key

Z • Surprise Zombie

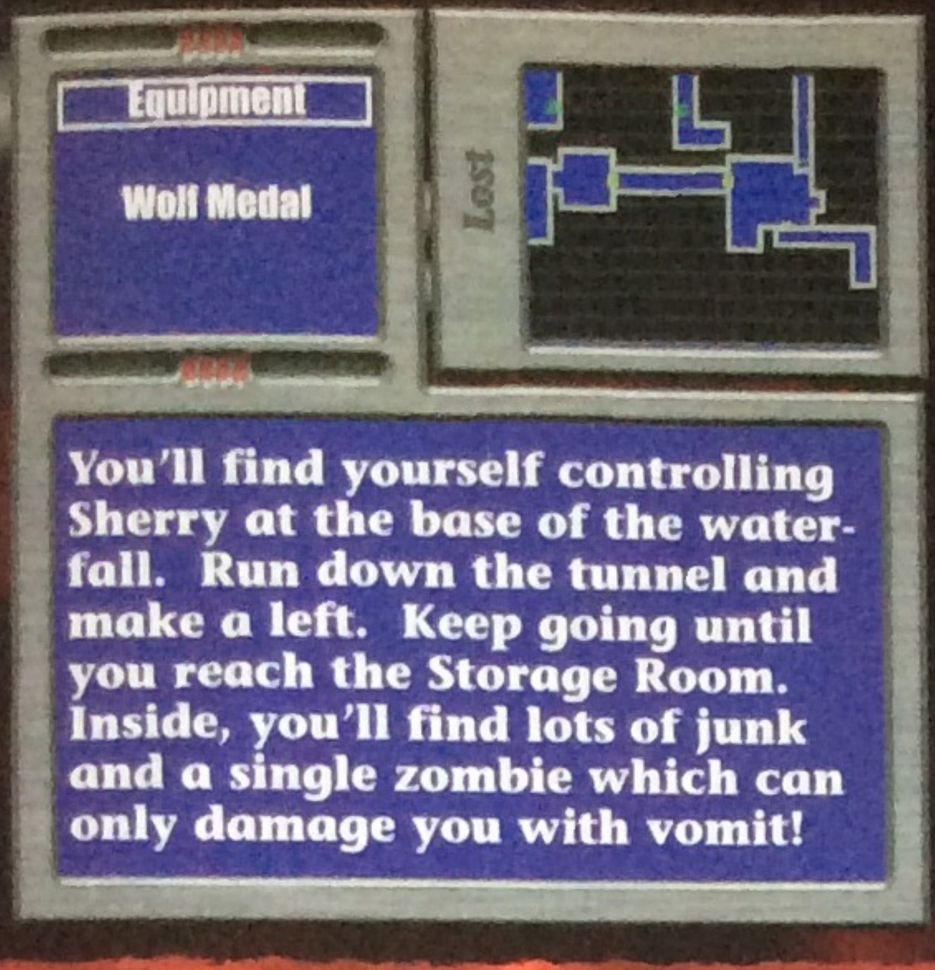
S • Spider

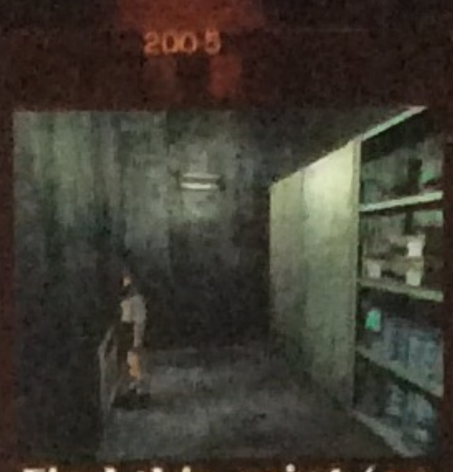
A • Alligator

Ma • Map

Pz • Puzzle

Bb • Blue Bush

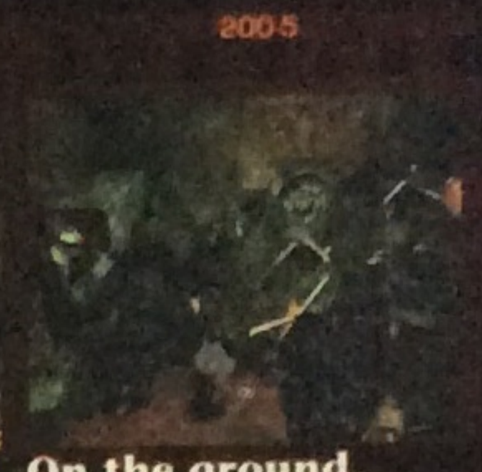




Find this point (on the West Side) of the Storage Room. Climb through the ventilation shaft and you'll discover yourself in an air duct.



This area is inhabited by masses of cockroaches. Run for your life to the other side of the vent. You'll enter what appears to be a dumping ground.



On the ground, you'll see a tempting Wolf Medal. When Sherry bends down to pick it up, the ground will fall away from her, and Sherry will lose consciousness.

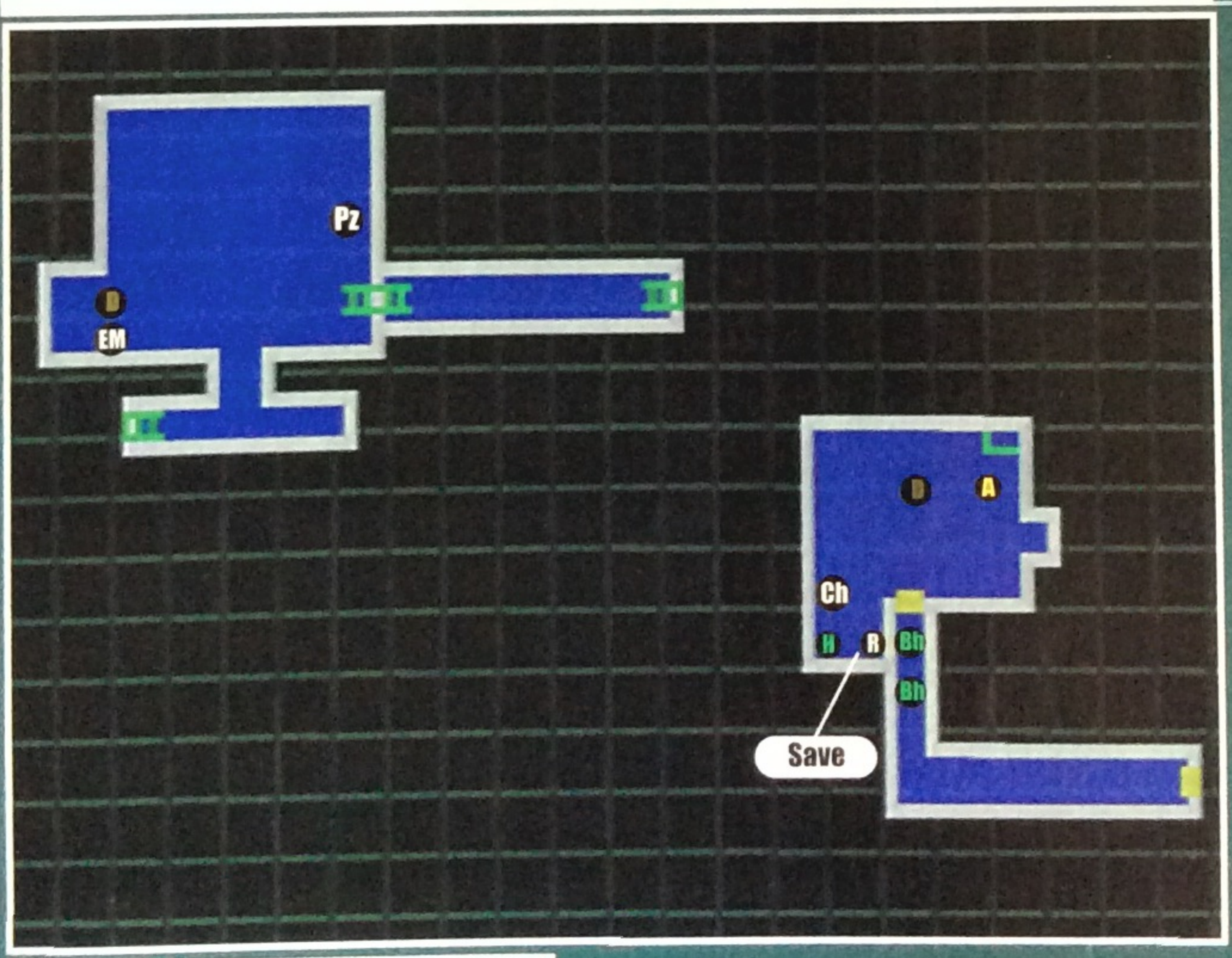
Sewer B-1

Survival Horror Tactics

The sewers are an ugly place. Earlier, I promised you alligators and crawling vermin. Well, the sewers are about to deliver that and then some. You'll start to see the ugly creatures now...



Sewer B-1



Key

Ch - Chest Pz - Puzzle

Items Key



A x1 Hand Gun Bullets



H x1 First Aid Spray



Bh x2 Blue Herb



R x1 Ink Ribbon



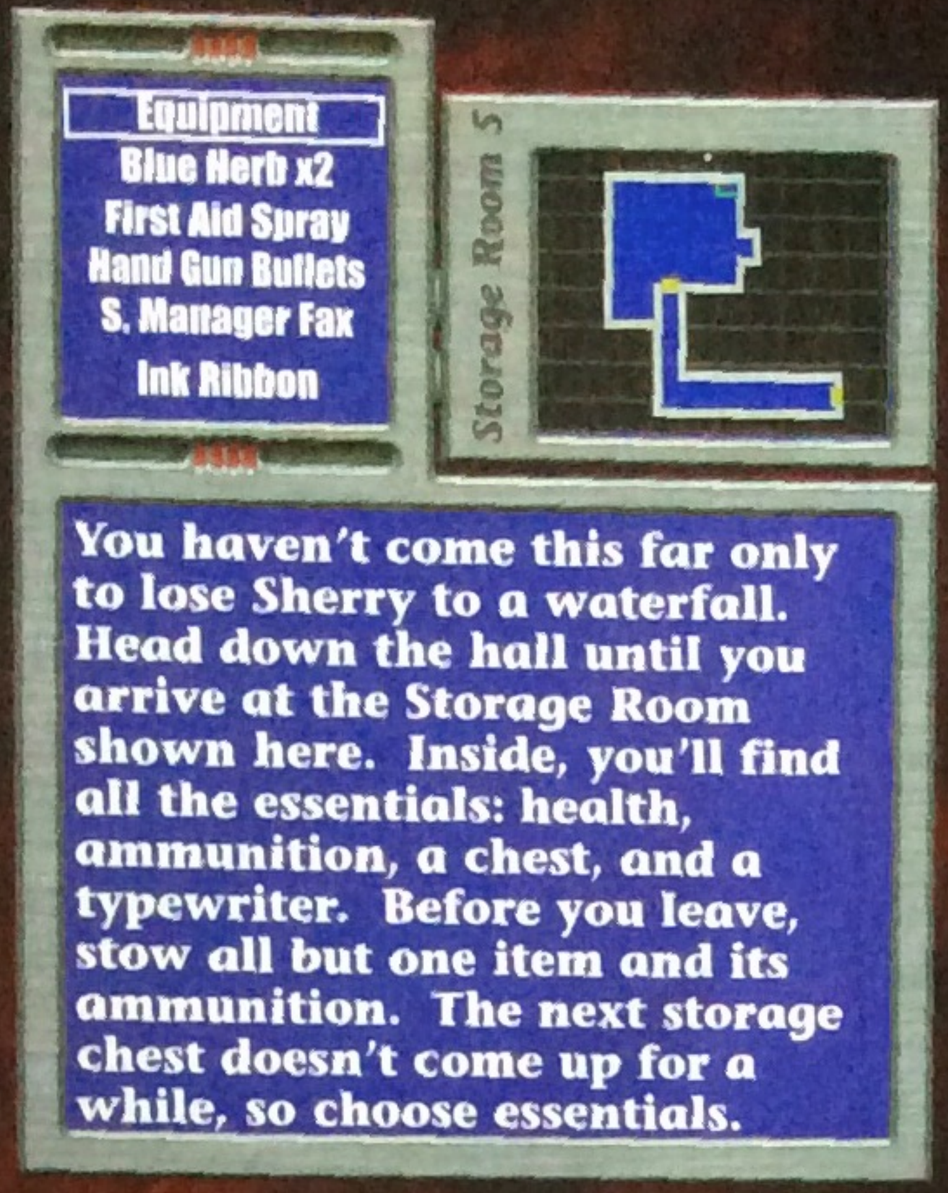
EM x1 Eagle Medal



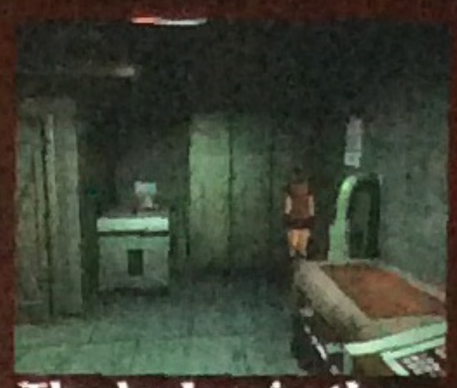
D x1 S. Manager Fax



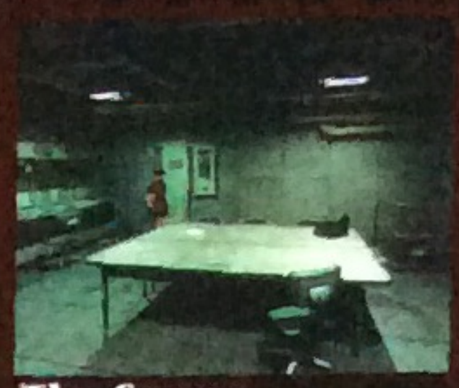
S x1 S. Manager Diary



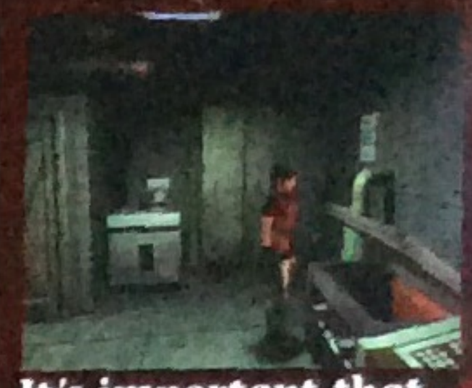
You haven't come this far only to lose Sherry to a waterfall. Head down the hall until you arrive at the Storage Room shown here. Inside, you'll find all the essentials: health, ammunition, a chest, and a typewriter. Before you leave, stow all but one item and its ammunition. The next storage chest doesn't come up for a while, so choose essentials.



The locker in the corner holds a First Aid Spray. That, combined with the two Blue Herbs you found at the entrance to this room should restore you to full health so you can start off your sewer adventure fresh.



The Sewer Manager's Fax seems to confirm your belief that something doesn't smell right about this place. And it always comes back to Chief Irons and Umbrella. What are they trying to hide?



It's important that you bring the following items: a single weapon, ammunition, the Valve Handle, and the Lighter. You will need the latter two down the line when there isn't a chest nearby. If you want to pick up additional items later, I'd only take these four items.

Sewer B-2

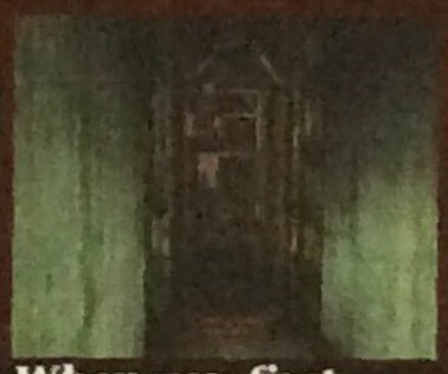
Survival Horror Tactics



When you feel you're ready to accept the challenge of the Sewers, take the lift down to Sewer B2. This is the level Sherry was last seen on, and you must find out what has happened to her... no matter what gets in your way.



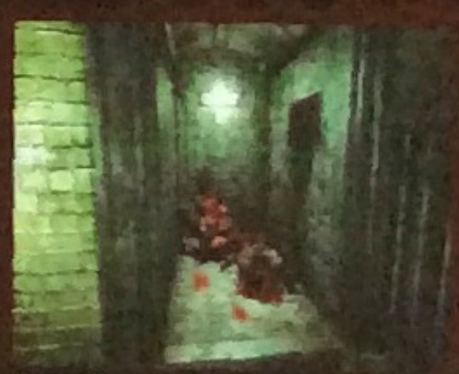
After spending so much time in the warm and cozy Police Station, you're in for a change of pace. From here, you'll be sloshing around in sewage. Green water inhabited by who knows what will stretch on for miles at a time. Bodies can be seen floating at various intervals. Could this be the dumping grounds for enemies of Chief Irons and Umbrella?



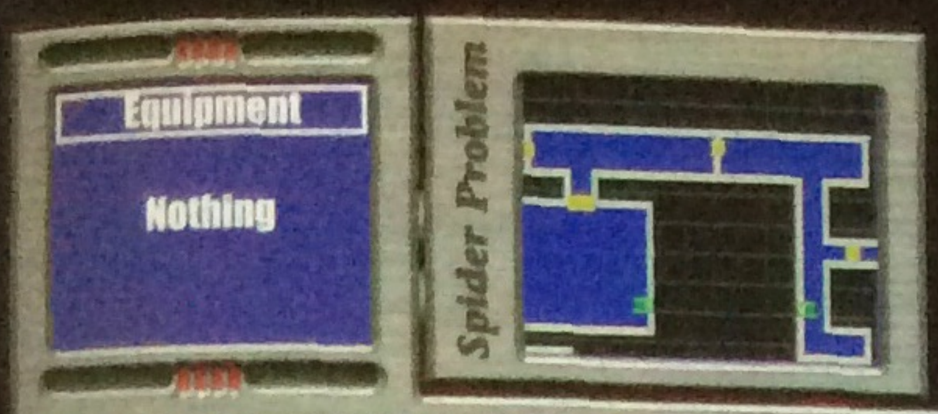
When you first come down this lift, you'll see another lift at the opposite end of the hall. You can't go up it in this game. But you will use it in the next. Make a left at the fork and you'll come across...



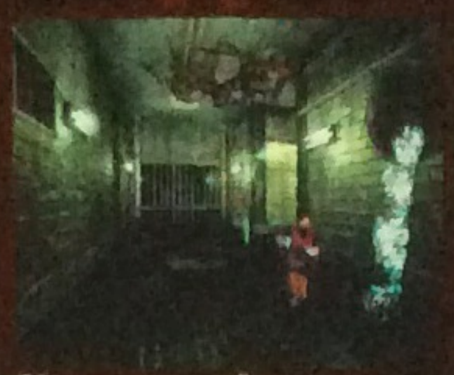
...a map on the wall. This piece of parchment will help guide you. Your eventual destination is the large room in the lower left of the map. That's where you last saw Sherry (you'll recognize it by the long tunnel leading up to it).



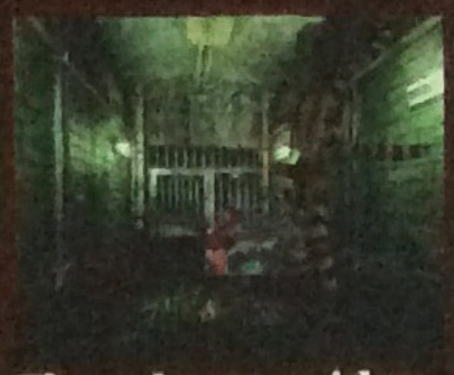
At the water, make a left and you'll reach a dead end which reeks from the stench of the two decaying bodies which are resting there. Quickly search the corpses before you get sick, and you'll recover valuable Flame Rounds.



Somebody call an exterminator; there's 10 foot long spiders crawling on the walls. Either Umbrella has been experimenting on these arachnids, or the sewage of Raccoon City is having nasty side effects on the underground residents scuttling about here. If you get poisoned by the spiders, don't worry, there's plenty of Blue Herbs and bushes scattered throughout the Sewers.



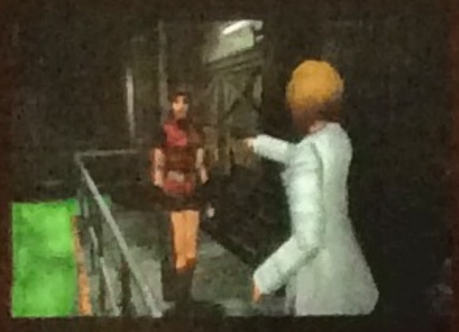
You can always choose not to fight at all. Conserve ammo by running from these wall-hugging bugs. As long as you constantly stay moving, they shouldn't be able to hit you.



These large spiders can spit on you from the walls or drop their venom on you from the ceiling. If you ever are hit by this, you'll instantly become poisoned and lose considerable health.



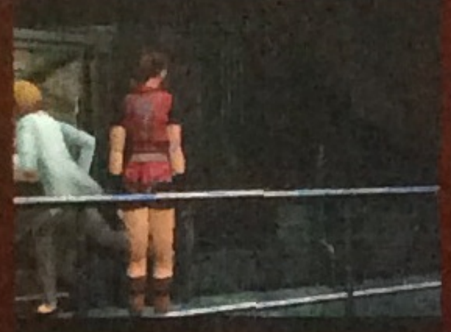
Don't try to hit them unless they're on the side walls. If they stay on the ceiling, just run by them. And they always come in pairs.



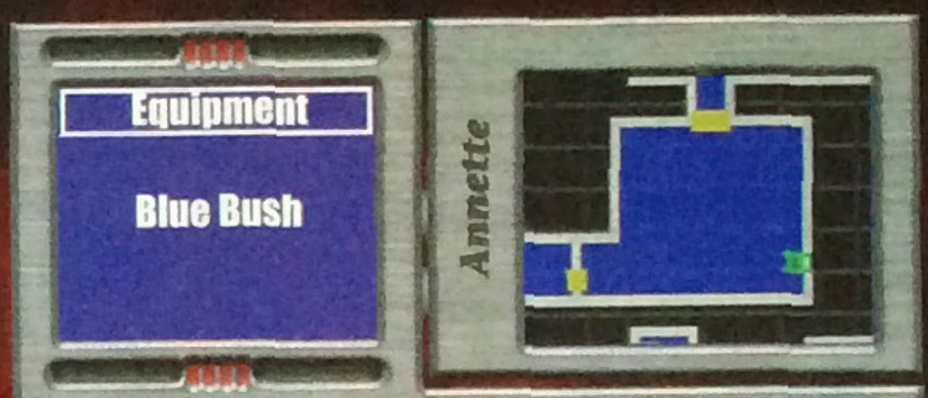
Meet Annette; she's Sherry's mom. Also, meet Annette's gun. You should be used to people pointing guns at you by now.



So she works for Umbrella... and William is her husband? So that's why he looks... different. Now you know the story. It always comes back to Umbrella...



Before you can ask any questions, Annette takes off looking for William. I suppose that "Running Away Gene" is hereditary. First Sherry, now her.



In this narrow walkway, you'll meet Annette. Not only is she Sherry's mother (where have you been all this time?), but she is also William Birkin's wife. She works for Umbrella. This woman should be able to answer a lot of your questions. Now if only she would put that gun down...



When you reach the end of the walkway, it will appear that you can't go any further; but a simple twist of your versatile Valve Handle will lower a bridge which gives you access to the far side of the chasm. If you don't have the Valve Handle on you, you'll have to go back to an old Storage Room to get it.

Required



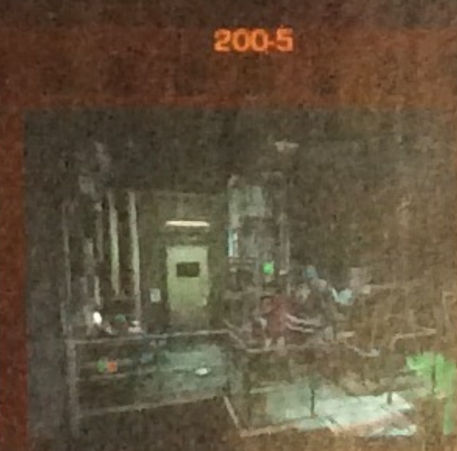
Valve Handle



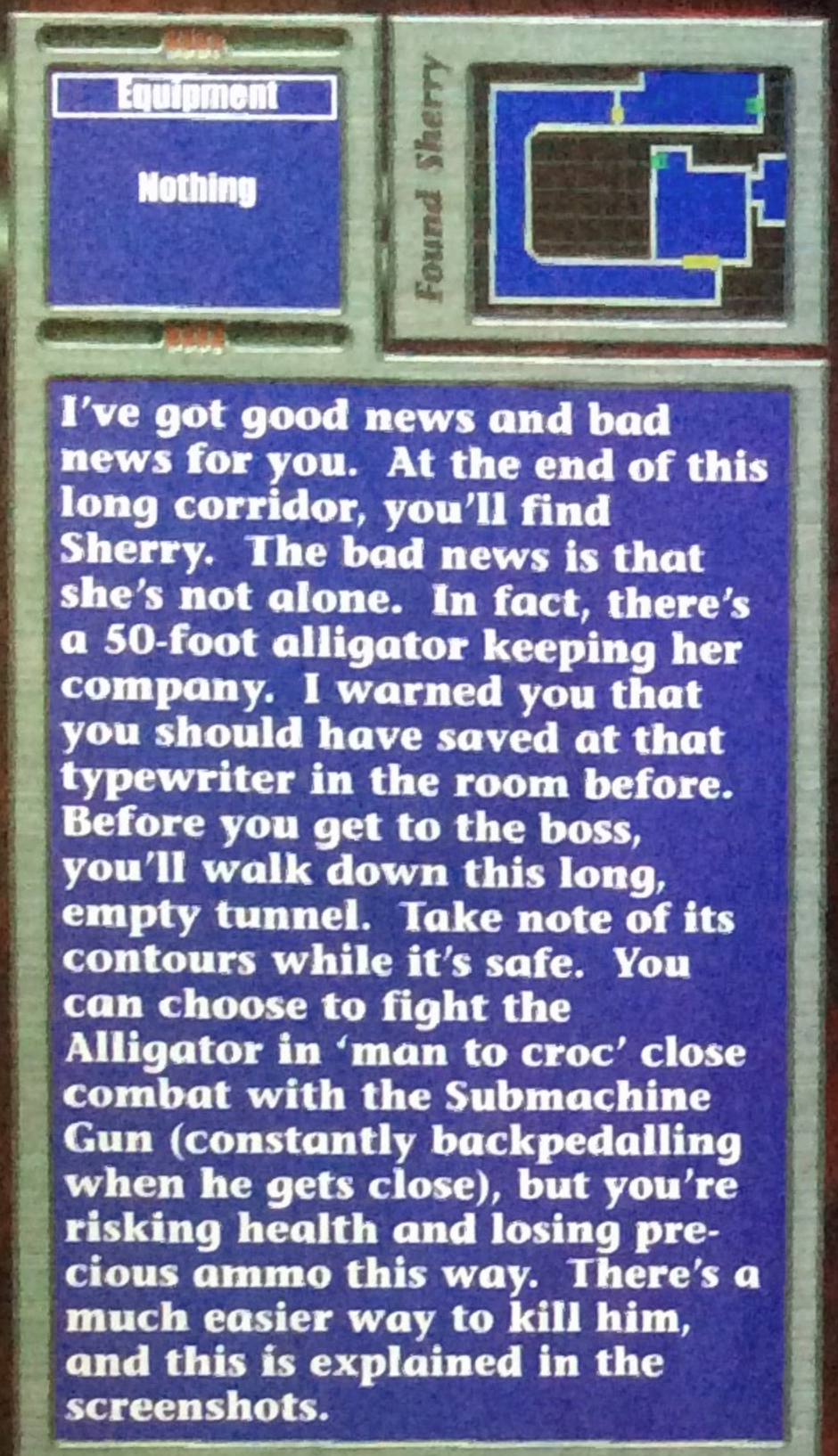
Since Annette went to the left, you should head the opposite way. You'll need to use your Valve Handle on the wall here to lower the bridge from above you, allowing you to cross.



This bridge is similar to an elevator which services two floors. Once you're across it, you'll want to raise it again... or you may be in need of a bridge later.



Use the Valve Handle on the opposite side to raise the bridge back up to where you found it. You'll also find a typewriter, ammunition and health in this little corner.



I've got good news and bad news for you. At the end of this long corridor, you'll find Sherry. The bad news is that she's not alone. In fact, there's a 50-foot alligator keeping her company. I warned you that you should have saved at that typewriter in the room before. Before you get to the boss, you'll walk down this long, empty tunnel. Take note of its contours while it's safe. You can choose to fight the Alligator in 'man to croc' close combat with the Submachine Gun (constantly backpedalling when he gets close), but you're risking health and losing precious ammo this way. There's a much easier way to kill him, and this is explained in the screenshots.



Sherry! Reunited at last. Now just grab her and get out as soon as possible. This place is giving me the creeps.



Too late. You've disturbed the master of this lair, and he's taken offense. Looks like you're getting Sherry out of here over his dead body.



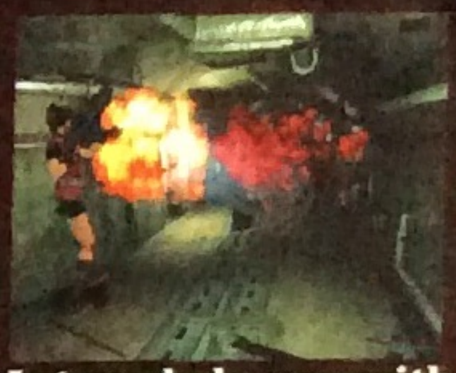
And what a body it is... this isn't a pet alligator. He's considered an emergency, because the door is closing behind him.



Retreat back to this switch in the tunnel when he starts coming after you. Flick it (yes, this is an emergency), and this canister will drop down.



Anxious to snap at anything in its way, the Alligator will quickly take a bite at the metal container, but the casing is too strong. "Contents under pressure?"



Let me help you with that. One well-timed grenade blast is all you need. It should instantly detonate the canister in the jaws of the alligator. Quick. Painless. And ammo efficient.



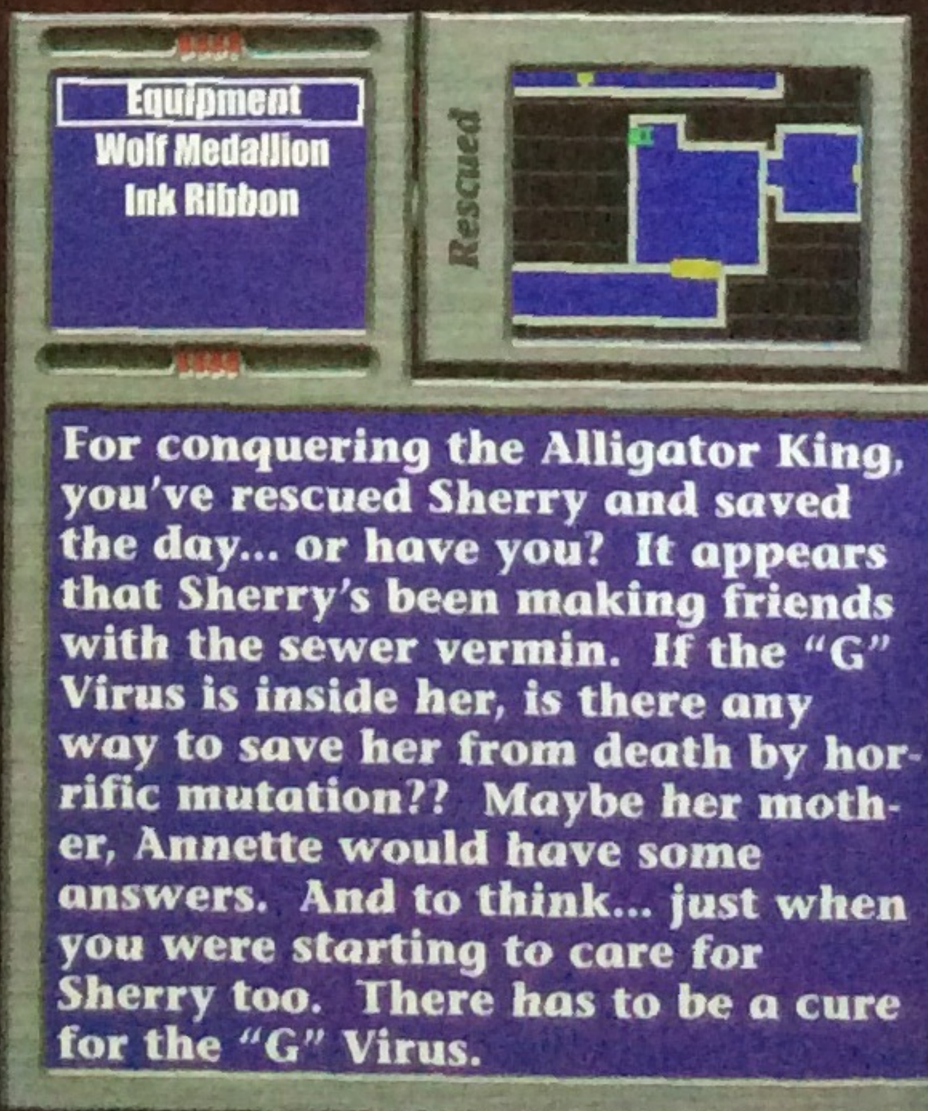
Sherry is unconscious when you first see her, and was that a snake which came crawling out from under her? I wonder if William found her before you got here. If so...



It looks like Sherry is okay after all. She seems to be normal, unlike Chief Irons when he was "impregnated" with the Virus. You can only hope her condition doesn't worsen.



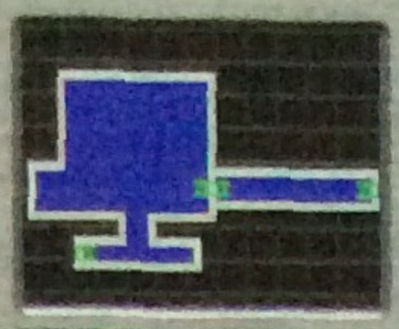
You can easily miss this hidden Ribbon in the rubbish of the Sewers. It goes well with the lonely typewriter near the bridge you took to get here. Pick up the sparkling Wolf Medal before you leave as well.



For conquering the Alligator King, you've rescued Sherry and saved the day... or have you? It appears that Sherry's been making friends with the sewer vermin. If the "G" Virus is inside her, is there any way to save her from death by horrific mutation?? Maybe her mother, Annette would have some answers. And to think... just when you were starting to care for Sherry too. There has to be a cure for the "G" Virus.

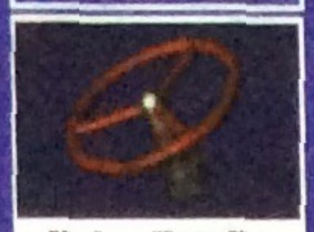
Equipment
S. Manager Diary
Eagle Medal

Fan Puzzle



Don't put away your trusty Valve Handle yet. Hmm... The walkway you come across looks deserted of life, but only recently. Was William just here?

Required



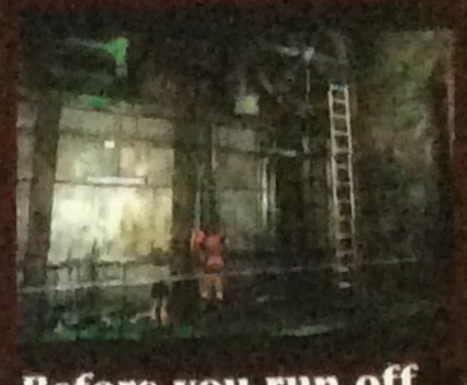
Valve Handle

200-5



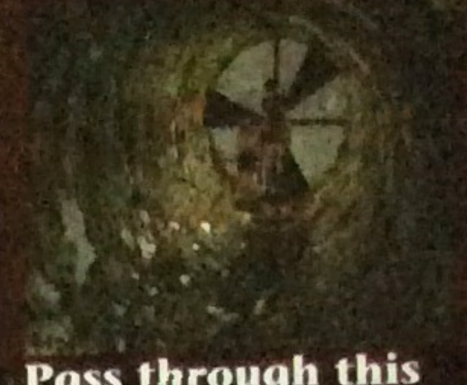
"Sherry, don't look." The corpse in this area doesn't have clues on him, but the document and that large Eagle medal might.

GOLD 200-5



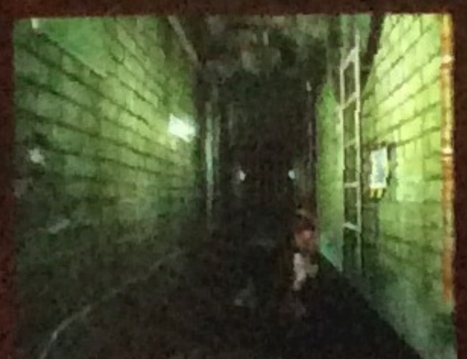
Before you run off jumping through moving fan blades, try using the Valve Handle on the switch to shut off the fan to your right.

200-5



Pass through this fan vent which is clear of cockroaches, unlike the one Sherry ran through earlier. Exit the other side.

200-5



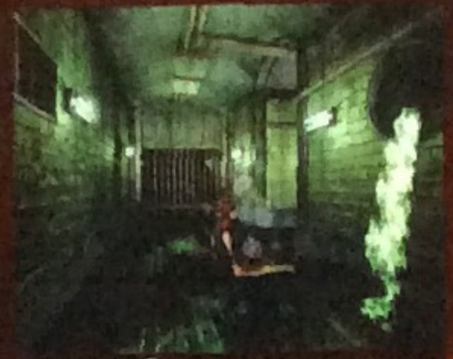
You'll come out of the fan vent at the bottom of this ladder. Make a left from where you stand and walk back to the only unexplored region on the map.

GOLD 200-5



When you reach this point, three zombies which you'd assumed were dead will rise and lumber towards you. You can either run or shoot them.

200-5



They do not move very quickly in water, so you should be able to maneuver around them easily. Try a single blast of Acid Rounds to drop a Zombie for good.

Equipment
Nothing

A Trap



Those floating corpses you came across earlier were not corpses. They were resting Zombies, waiting for the perfect moment to spring their trap. I bet you were entertaining thoughts of fleeing the sewers unscathed...

Equipment
Nothing

Tram



When you see this control panel on the wall, use your two Medals on it to turn off the water to the sewers. Not only will it empty the water level around you, it will put an end to that waterfall which covered this secret door to your left. Through there, you'll find a tram which is your ticket out of here.

Required



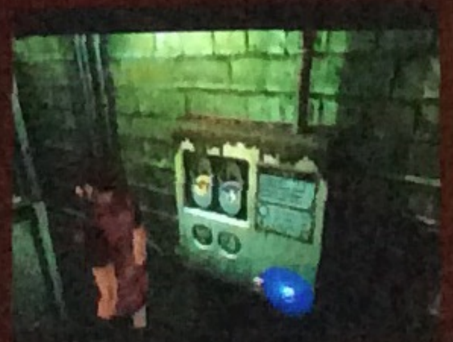
Eagle Medal

Required



Wolf Medal

200-5



The control panel near the waterfall has slots for two circular objects. By now, you should have both Wolf and Eagle Medallions in your possession.

GOLD 200-5



When both medallions are put in place, the waterfall will trickle off until it stops completely revealing... a hidden door. Go through that till you find the tram.

200-5



To the right of the tram, you'll find the power switch. Turn it on and get on board. We're out of the sewers. Finally!

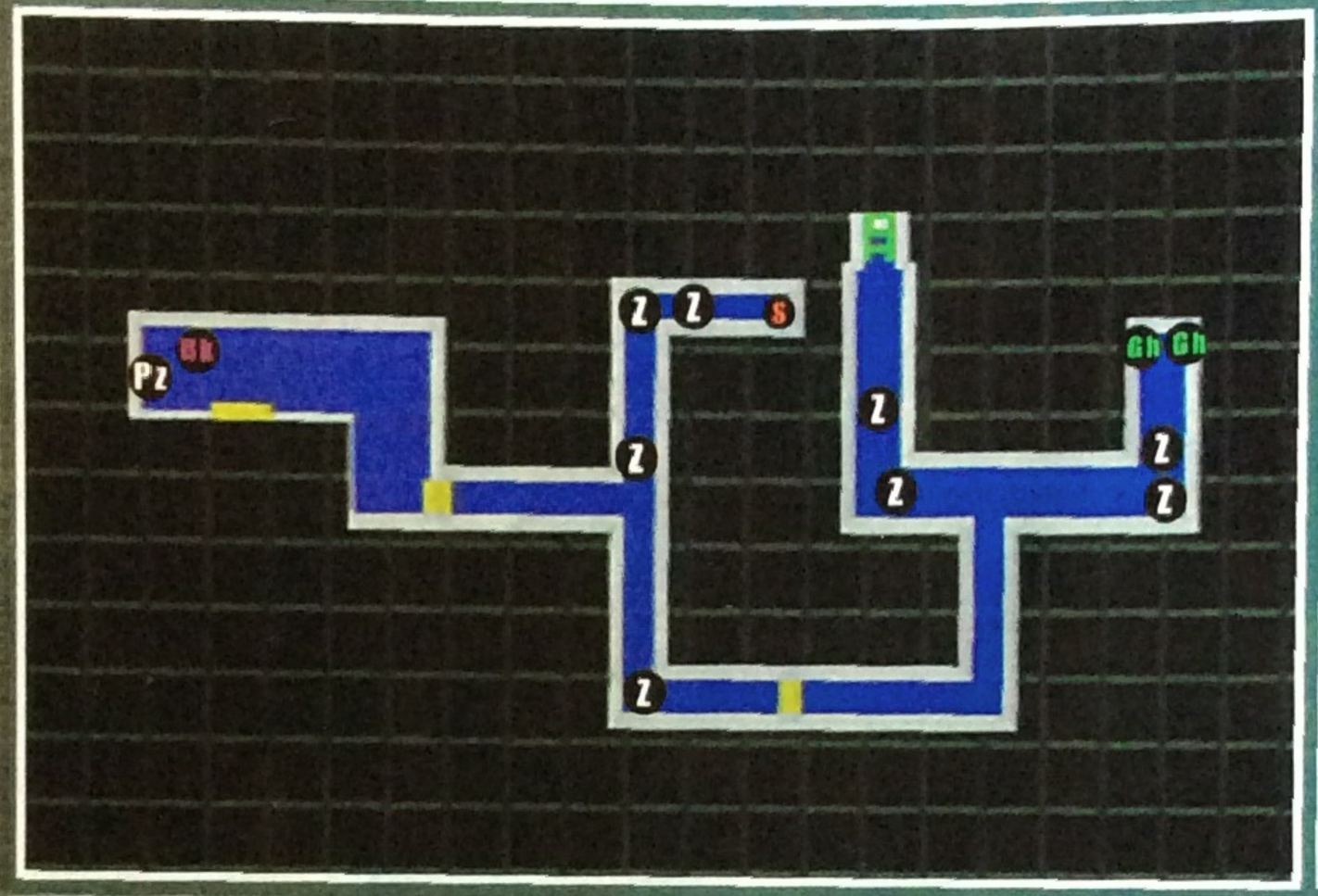
Vacant B-1

Survival Horror Tactics

The brief trolley ride from the sewers will drop you off in a Vacant Factory. It's time to explore this Factory and see how vacant it really is... If it's occupied, it's your job to flush out the squatters...



Vacant Factory B-1



Items Key



Bk x1
Weapon Box Key



Gh x2
Green Herb



S x1
Spark Shot

Key

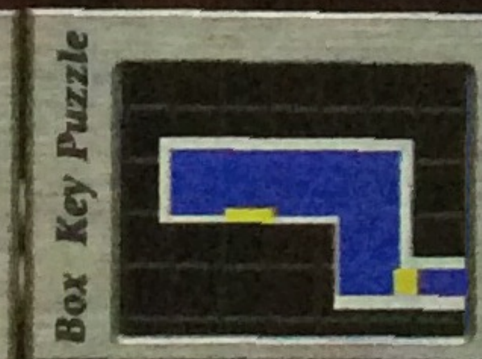
Z •Zombie

Pz •Puzzle

Equipment

Map

Weapon Box Key

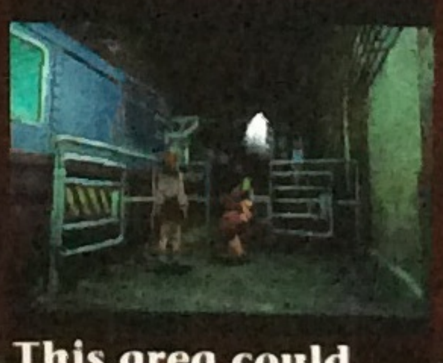


Required

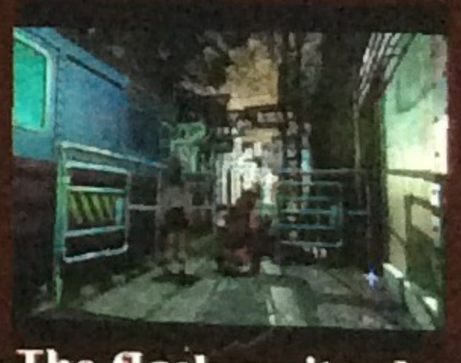


Lighter

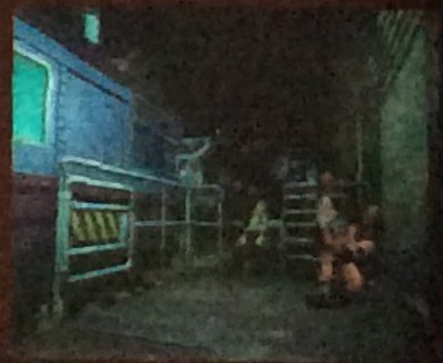
When you first exit the trolley, explore the area around it until you find the location shown in the first screenshot. Light the flare to reveal the location of the Weapon Box Key; then grab the map and get ready to purify the area. But be careful, you have to protect Sherry from harm as well. You're responsible for more than one life at this point.



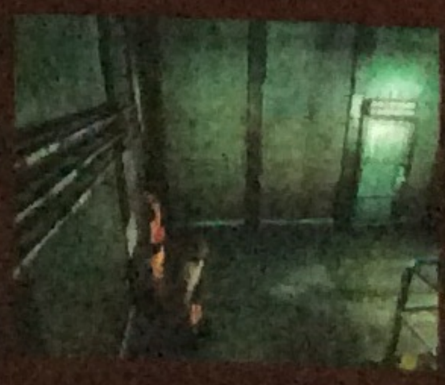
This area could use a spark. If you don't have the lighter, you can use the "No Skill" method of just searching along the wall where the Box Key is pictured.



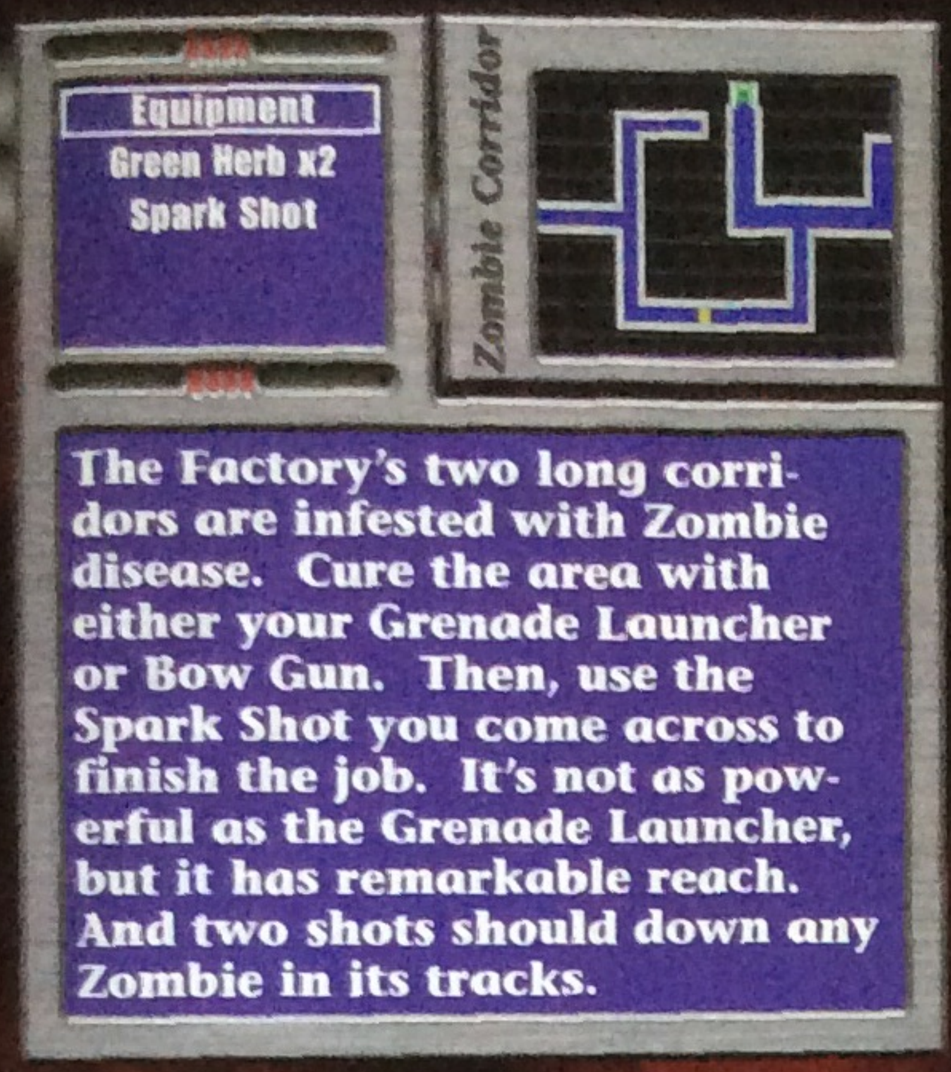
The flash emitted from the flare will reveal a sparkling object hidden in the corner. If you're not paying attention, you can miss it.



Once the light is gone, you'll know where the Weapon Box Key is hidden (by the flash it emitted earlier).



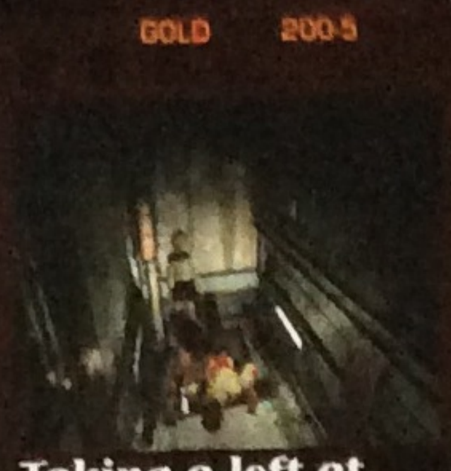
Free map wall hangings are always good. Looks like this Factory is not that big, or this floor isn't anyways.



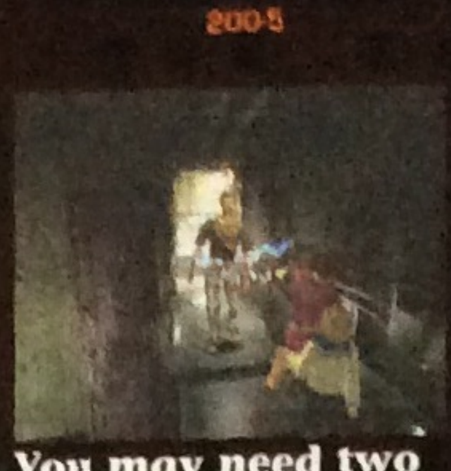
The Factory's two long corridors are infested with Zombie disease. Cure the area with either your Grenade Launcher or Bow Gun. Then, use the Spark Shot you come across to finish the job. It's not as powerful as the Grenade Launcher, but it has remarkable reach. And two shots should down any Zombie in its tracks.



The Bow Gun will work just as well as the Grenade Launcher pictured; conserve those Grenade Rounds whenever possible. You'll need them against bosses.



Taking a left at the first fork will lead to a new toy... the Spark Shot (a tazer). And it's two-handed too. There is no replacement ammo for it, so be careful with your shots.

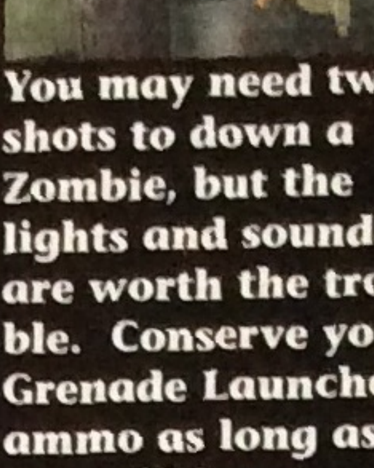


You may need two shots to down a Zombie, but the lights and sounds are worth the trouble. Conserve your Grenade Launcher ammo as long as you still have charges in the Spark Shot.

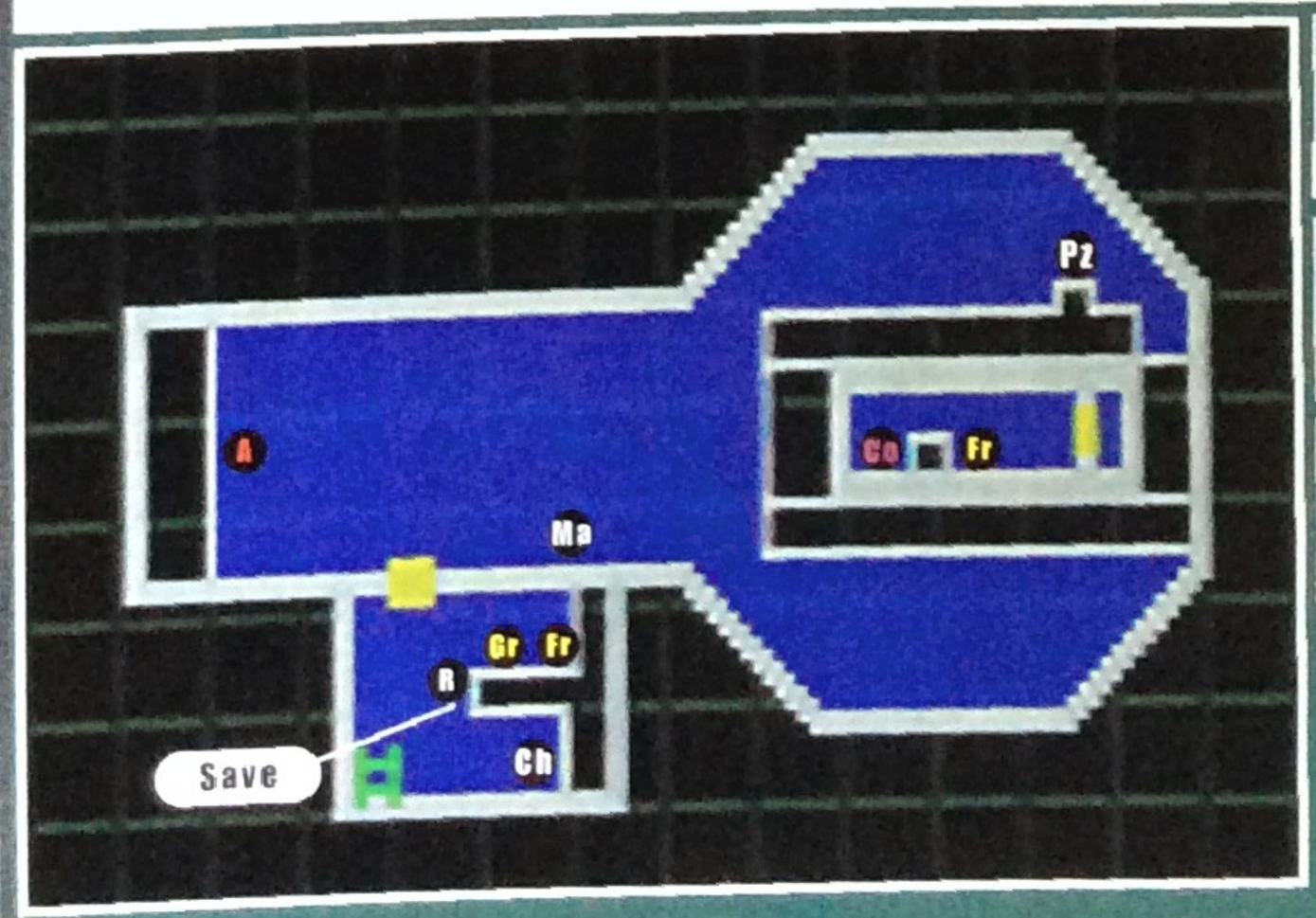
Vacant Factory 1-F

Survival Horror Tactics

Your hunger pains for a Storage Chest have been answered. Leave your Weapons Box Key in the chest while picking up a health or two. You're about to fight a boss, so keep your Grenade Launcher and Spark Shot handy.



Vacant Factory 1-F



Items Key


Gr x1 Grenade Rounds


Co x1 Control Panel Key


R x1 Ink Ribbon


Ft x2 Flame Rounds


A x1 Hand Gun Bullets

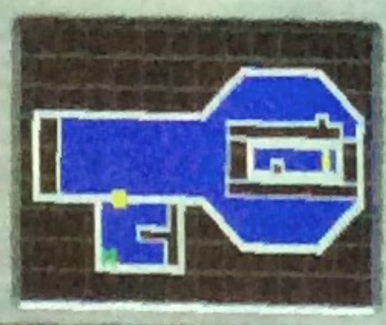
Key

Ch • Chest
Ma • Map
Pz • Puzzle

Equipment

Control Panel Key

Storage Room 6



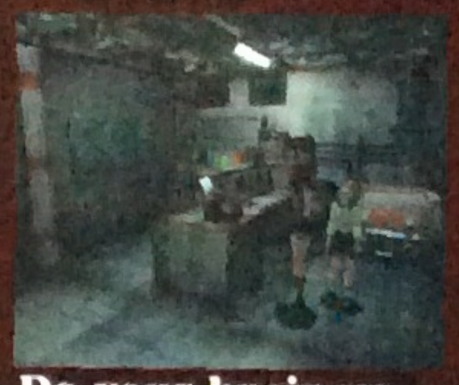
Required



Control Panel Key

Following your Factory cleaning excursion, you'll be in sore need of that Storage Chest. While you're here, save your game and put away the Weapon Box Key. You won't need it until later. Once out the door, make a right and you'll find the train. Take the Control Panel Key from within the train and use it on the Panel just outside. Once the elevator starts moving, you'll hear a noise on the roof. According to the lighting on the door, this is an emergency. Sherry is not feeling well, and now this...

200-5



Do your business taking time to heal; and also carry some extra Herbs/Sprays along. You'll be needing them soon.

GOLD 200-5



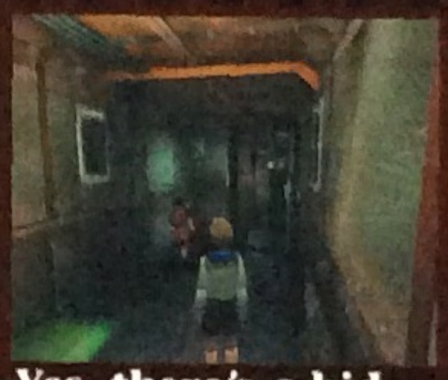
Make a left as soon as you leave the Storage Room and you'll find this hidden box of Bullets in the shadows here.

200-5



On the right-hand wall, there's a map for the taking. The area's small, and the map won't be too helpful, but it completes your collection.

200-5



Yes, there's a hidden set of Flame Rounds in the john at the left here. They'll come in handy against your next opponent.

GOLD 200-5



At the front of the train, this sparkling item is the Control Panel Key which you should use on the console just outside of the train.

200-5

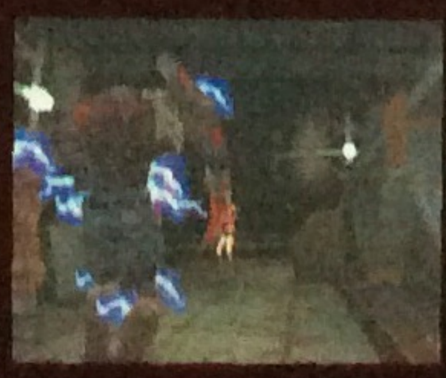


You have no time to attend to Sherry because someone is making noise on top of the elevator, and it doesn't sound like Leon...

12 GOLD 200-5



William is outside, and he's so unstable right now that he's growing a new head and another claw-like appendage. This is not good.



If you have it equipped, drain the Spark Shot of all its energy into William before switching to the Grenade Launcher.



It doesn't look like it, but the Spark Shot has tremendous range. Never let William get close to you. Fry him from a distance.

GOLD 200-5 200-5



When he gets close, run around him. And when your Spark Shot is dry, any type of Rounds from the Grenade Launcher will quickly finish him off.

Equipment

Nothing

Daddy's Back



It's William, Sherry's Father, and I don't think he's happy that you're keeping him from his daughter. Of all the times for this to happen... Stuck on an elevator with nowhere to run to. Sherry is about to erupt from the "G" Virus at any second, and now her Father has come back for his little girl. William doesn't look very human either. What happened to the brilliant scientist hired by Umbrella? The hideous, mutating menace before you barely resembles him.

GOLD 200-5



Once he's damaged, Bill will start walking much slower. You should be able to run circles around him at that point.

Laboratory B-4

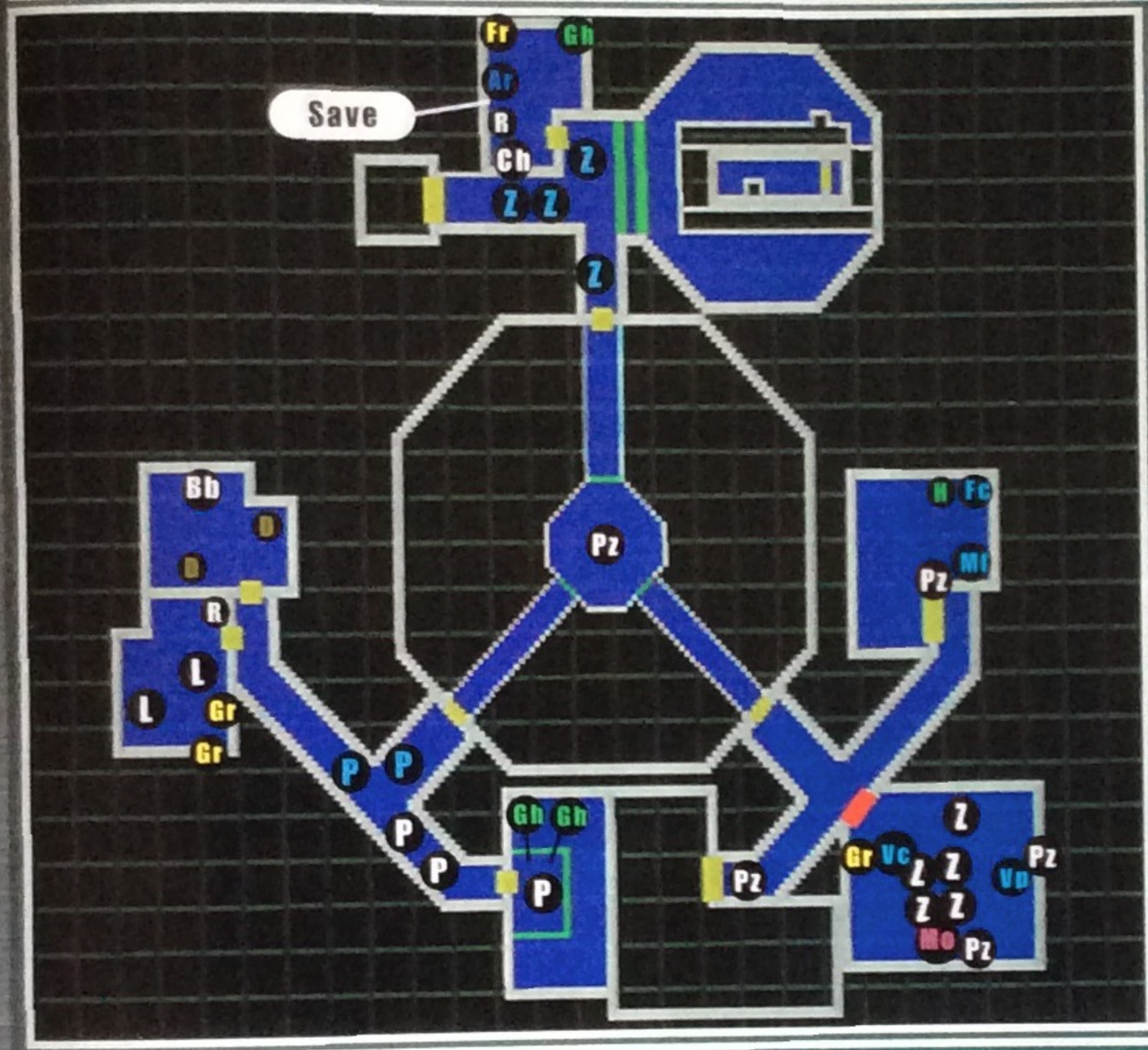
Survival Horror Tactics

You've entered the Umbrella Laboratory. If any place has details about the conception of the "G" Virus, this is it. Try snooping around and you might be able to turn up some sort of cure for the virus.

Claire



Laboratory B-4



Key

L •Lickers
P •Surprise Ivy
Pz •Puzzle
Z •Zombie
Z •Surprise Zombie
P •Ivy
Bb •Blue Bush
Ch •Chest
•Lab Card Key Door

Items Key


Ar x1 — Acid Rounds


Fc x1 — Fuse Case


Fr x1 — Flame Rounds


Gr x3 — Grenade Rounds


R x2 — Ink Ribbon


Gh x3 — Green Herb


H x1 — First Aid Spray


Vc x1 — Vaccine Cartridge


Vp x1 — Base Vaccine


D x1 — Lab Sec. Manual


D x1 — User Registration


Mf x1 — Main Fuse

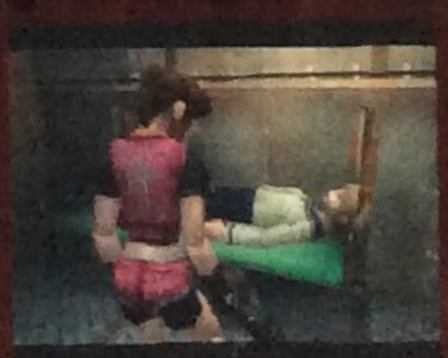

Mo x1 — M.O. Disk

200-5 GOLD 200-5 200-5





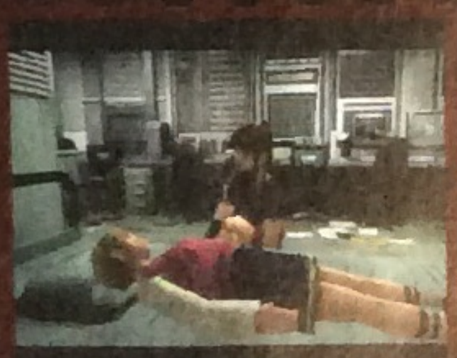
After apparently killing William, you'll return to the train to find Sherry still "whole". Other than the slight fever, she looks like she'll hold together for the remainder of the elevator ride. But now you know you'll have to do something drastic before the "G" Virus is allowed to progress any further.



In the cinema after William's death, you sit down and get a chance to talk to Sherry for the first time. Her parents weren't there for her when she was growing up.



This poor child had to survive on her own. It's amazing she has lasted so long. You'll carry her to safety in this near-by Storage Room.

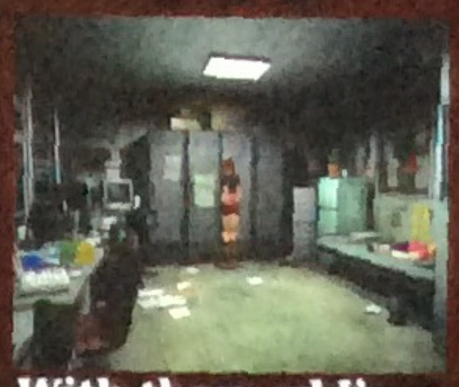


Let's hope she can hold out until you discover a way to treat the "G" Virus. There has to be something that can help in this huge Laboratory...

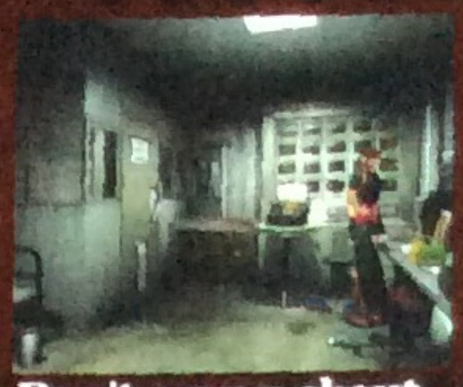
Equipment
Green Herb
Ink Ribbon
Acid Rounds
Flame Rounds



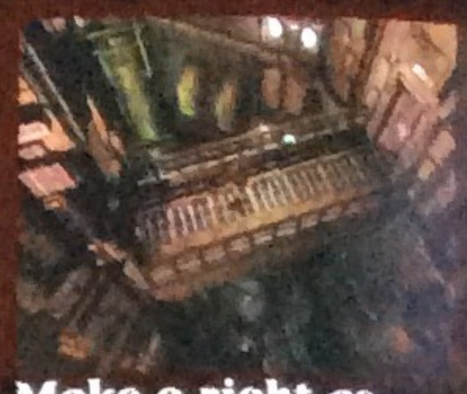
After picking clean the Storage Room, it's time to deal with Umbrella... The inventors of the "G" Virus, and those responsible for the present state of Raccoon City. This Lab is where the "G" Virus was masterminded, and this is where it will be forgotten. You'll see to that personally.



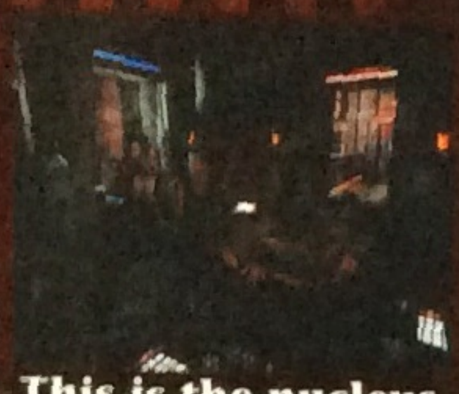
With these additional rounds for your Grenade Launcher, you should be set. Running out of ammunition will not be a problem from here on out.



Don't worry about leaving Sherry unattended. When you see Leon next, you'll tell him to watch her. And you'll do more good by looking for an antidote than just staying here.



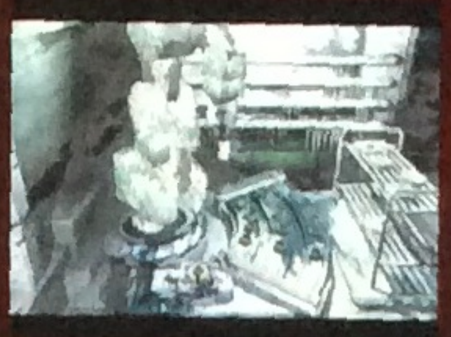
Make a right as soon as you leave the Storage Room and through the door. You'll cross this walkway to the hub of the Lab on this floor. Everything branches off from here.



This is the nucleus of the laboratory's upper floor. Take the fork here to the left until you find the Freezer.



Don't worry about missing items in all this white. Grab the black Fuse Case on the shelf behind Claire and use it where she is standing.



When you use the case, this machine will produce a Main Fuse which you can use on that powerless generator in the hub which you just passed through.

Equipment
First Aid Spray
Fuse Case
Main Fuse

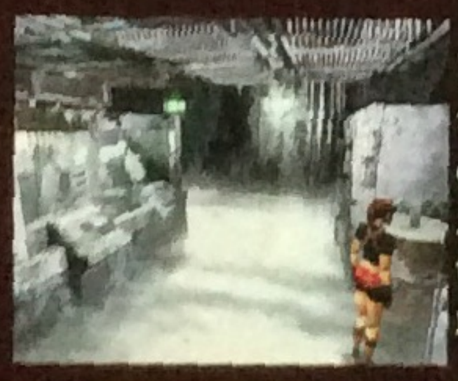


The generator in the hub requires a fuse to operate. If you follow the left fork and enter the Freezer room, you'll find exactly what you need; a freshly-made Main Fuse. Now return to the hub (the darkened generator in the center of the map).

Required



Fuse Case



Before you leave, take this camoflagued First Aid Spray lying on the barrel to your right as you leave.



Go back to this point which you ran through earlier. Use the Main Fuse here to restore power to the Laboratory.

Equipment
Nothing



If you tried wandering around the Laboratory earlier, you'd couldn't open most of the doors because there was no power supplied to the doors. By replacing the fuse, you've returned power to those doors.

Required



Main Fuse



Once the power is restored to the complex from this generator, most of the doors can be unlocked by moving the shutter switch next to the door.



Now, take the fork to the right from the Generator Room. The remaining room along the left fork requires a card key to get in.

Equipment
User Registration
Bow Gun Bolts
Lab Sec. Manual
Blue Bush

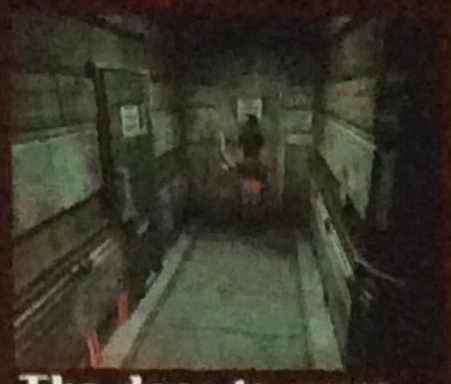
Bunk 1

Taking the right fork at the Generator will lead you to a hallway with a switch on the left and a path to the right. Follow the hallway to the right where it dead ends. You'll be at the lab's sleeping quarters.

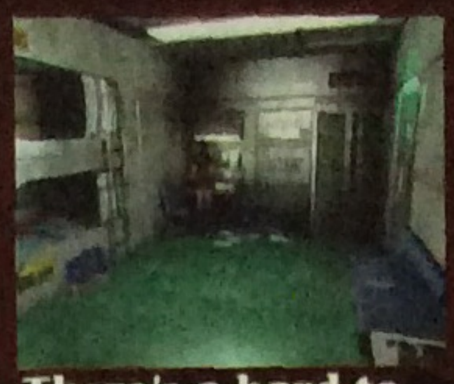
Required



Grenade Launcher



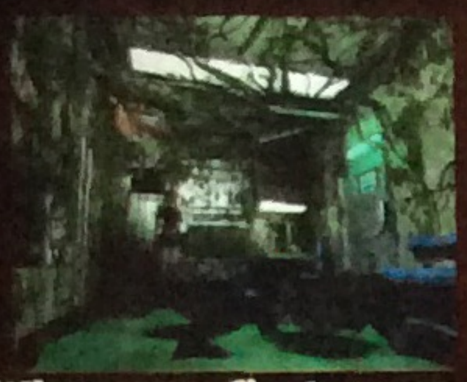
The door to your left here is locked from within, but the one to your right is not. Inside, you'll find the scientists' sleeping quarters.



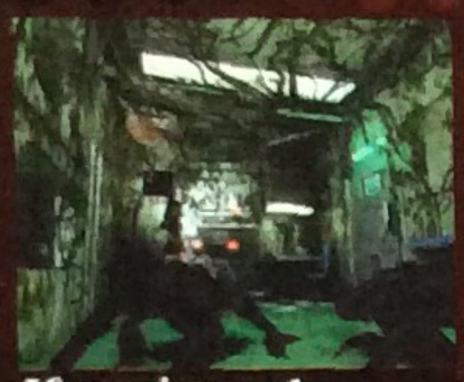
There's a hard to spot document on this desk and another one on the blue bench. This registration code could be useful later.



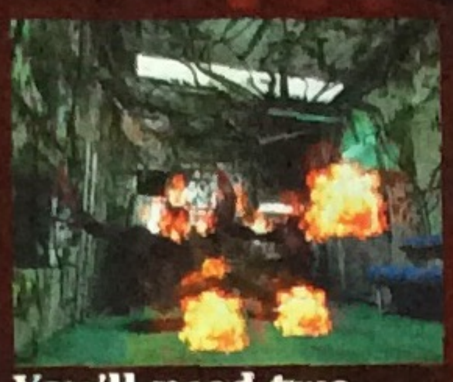
That pet plant in the corner has to go. Blast it with Fire Rounds from the Grenade Launcher to kill it. Then climb through the vent to the room next door.



When you first come down from the vent, you'll see the current occupants right away: The Licker Twins. Don't panic.



If you've got Grenade Rounds for your Grenade Launcher, fire straight ahead and the spray will engulf both of them.

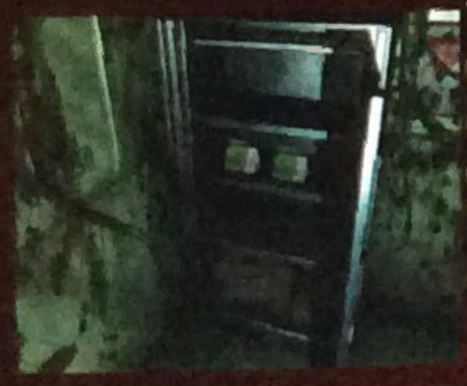


You'll need two shots, but you should be able to do it without getting hit. There's also an Ink Ribbon on the desk in the corner.

Equipment
Ink Ribbon
Grenade Rounds x2

Bunk 2

The squeeze is a bit tight, but you can fit through the vent and crawl across to the adjacent room. It turns out to be another bunk room, and it's still occupied. These Lickers are a new breed called Super Lickers. If you don't kill 'em quickly, they pack quite a punch. When they're dead, unlock the door and follow the hallway down to that switch you passed earlier in the West Area.

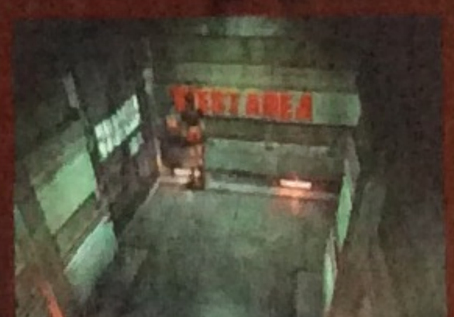


The other corner of the room has a closet holding two sets of Grenade Rounds. You should be full of ammo now.

Equipment
Nothing

West Area Switch

You're almost done exploring this floor of the Laboratory. There are still rooms left unexplored, but you won't be able to get into all of them in this game (that's what Leon R. is for). You can get into the two remaining rooms taking the left fork from the hub, but you need a card key to get in.



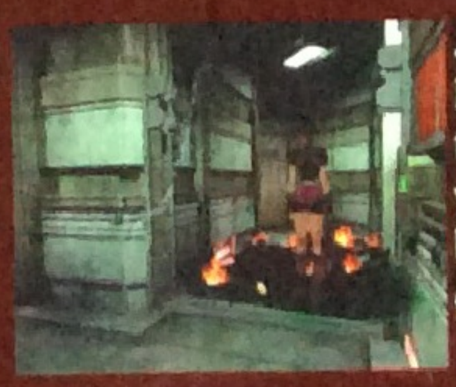
When you flick this switch in the West Area, the door to your left will open, and you'd better back up (to the right) because...



...you've just disturbed these two Ivy weeds. They won't be happy with the intrusion, and if you're too close, you could be severely damaged.



Don't stand in range of their poisonous spit. Once you start receiving hits, it's difficult to escape. So back up and...



...fire one shot of Flame Rounds in their direction and you'll drop them both with just one grenade.

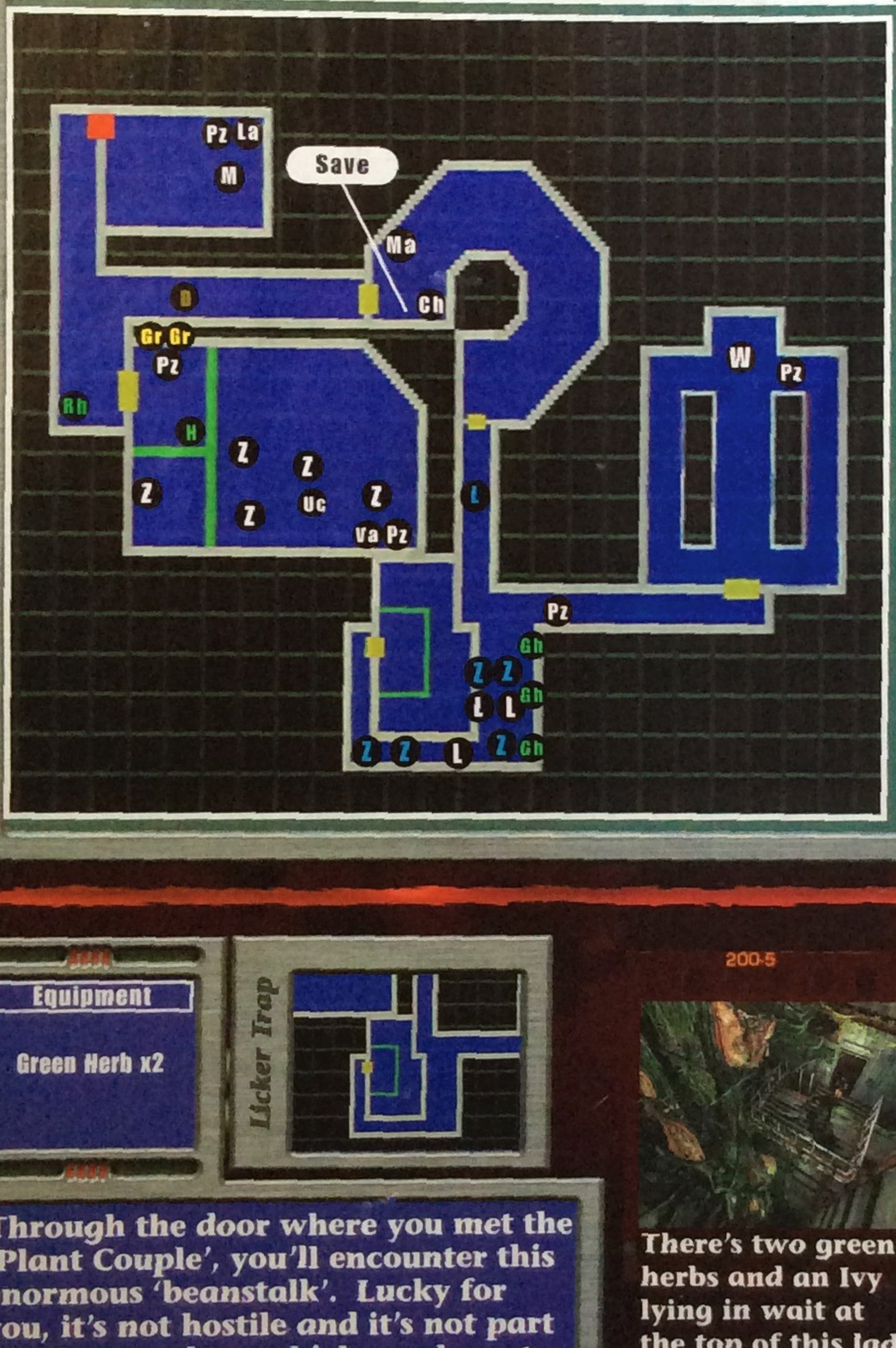
Laboratory B-5

Survival Horror Tactics

You've entered the Umbrella Laboratory. If any place has details on the conception of the "G" Virus, this is it. Try snooping around and you might be able to turn up some sign of a cure.



Laboratory B-5



Items Key


Rh x1 — Red Herb

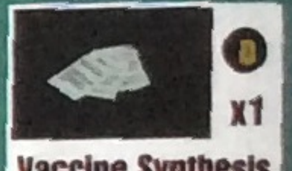

Gb x3 — Document


Va x1 — Vaccine


Gr x2 — Grenade Rounds



Uc x1 — Umbrella Card Key


D x1 — Vaccine Synthesis


H x1 — First Aid Spray

Key

- Z •Zombies
- Z •Surprise Zombies
- Pz •Puzzle
- Ch •Chest
- L •Licker
- L •Surprise Licker
- •Umbrella Card Door
- W •William
- Ma •Map
- La •Larvae
- M •Moth

Equipment

Green Herb x2

Licker Trap

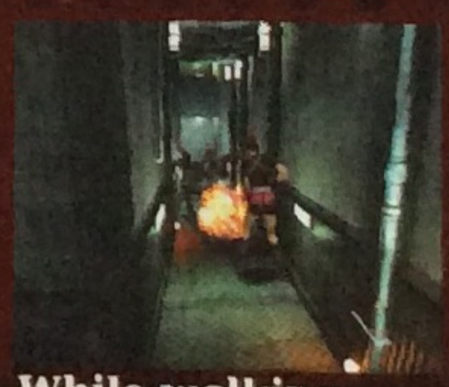
Through the door where you met the 'Plant Couple', you'll encounter this enormous 'beanstalk'. Lucky for you, it's not hostile and it's not part of a larger plant which you have to fight later. Don't harbor any thoughts about scaling it, 'Jack'. The conventional ladder will take you down just as quickly. Once at the bottom, follow the hallway until the Licker surprises you.

200-5



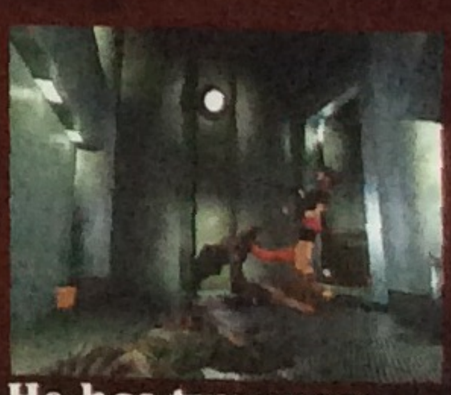
There's two green herbs and an Ivy lying in wait at the top of this ladder. A single Flame Round from the Grenade Launcher will kill the plant instantly. Roast it!

GOLD 200-5



While walking down the hallway, a Licker will drop in on you almost point blank. Be ready with your Grenade Launcher.

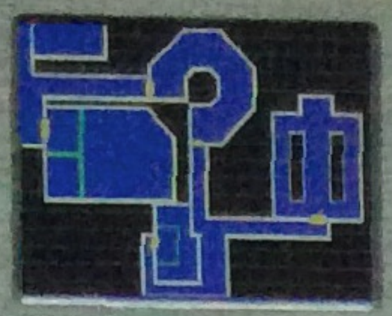
200-5



He has two more friends around the corner. A single blast of Acid Rounds should kill a Licker in one shot (aim down). Or you can fire two volleys of Grenade Rounds straight ahead and kill more than one at a time.

Equipment

Green Herb x3
Map
Grenade Rounds x2
First Aid Spray



This impressive computer panel has multiple screens showing what every security camera in the building is covering. Right now, not much is happening of note.

Around the corner from the security console, you'll find Storage Area 8. Pass through the door next to the Chest and make a left at the fork.

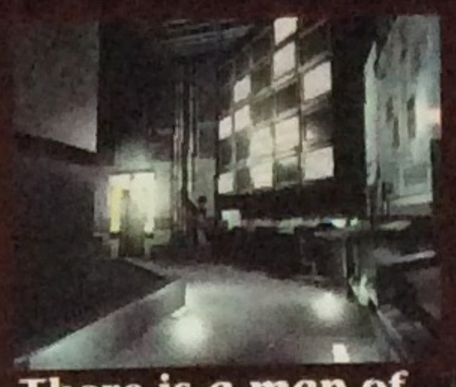
Required



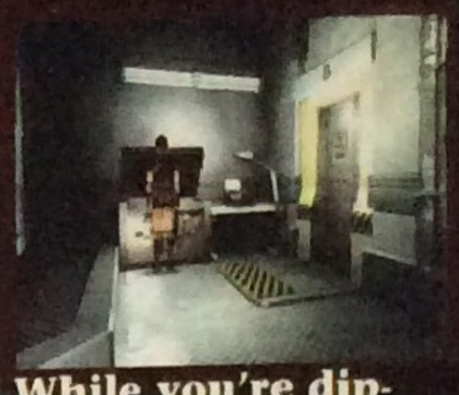
Weapon Box Key



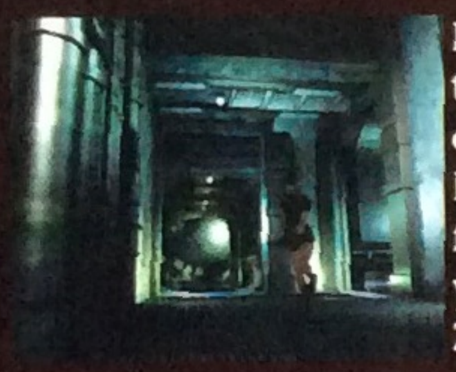
After licking the third Licker at the beginning of the C Room, pick up as many Green Herbs as you need to cure any damage incurred in the fighting.



There is a map of the Lab at the left end of this computer console. Behind Claire, you'll find the final Storage Chest and typewriter.



While you're dipping into this chest, fish out that Weapon Box Key which you discovered right outside the train (when you lit the flare). Also bring a secondary weapon (either the Hand or Bow Gun).



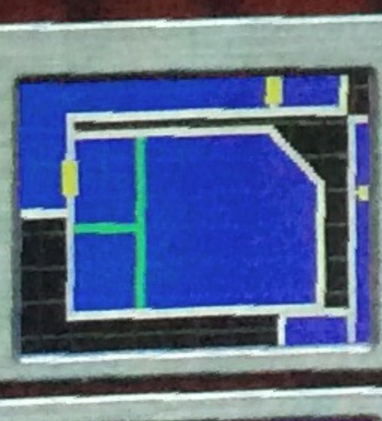
Ignore the Egg Room to your right. You'll come back to it later. Make a left at this fork and prepare yourself for more Zombie fighting.



Use the Weapon Box Key to open the lockers on the right of this screen. On the table in the bottom left, there's a First Aid Spray which is tough to spot if you're not looking for it.

Equipment

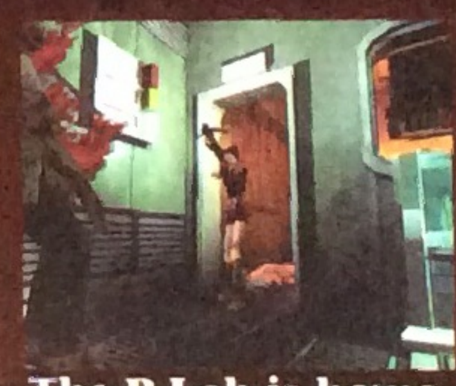
Lab Key Card



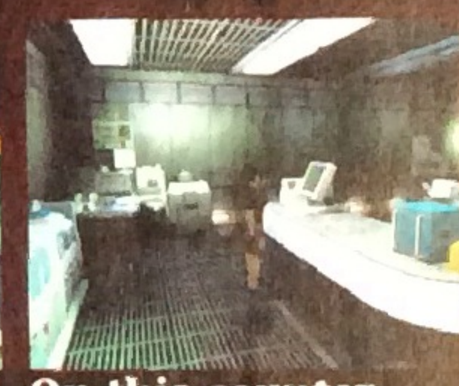
Your Zombie Hunter skills will be put to the test once again as soon as you enter the P Lab. Unload your Bow Gun Bolts or Hand Gun Bullets (any secondary weapon), but conserve your Grenade Launcher Rounds for the final boss. At this time, you can't use the vaccine machine, but that Lab Card Key will open a couple doors for you. The first will be the Egg Room which you passed just moments ago.



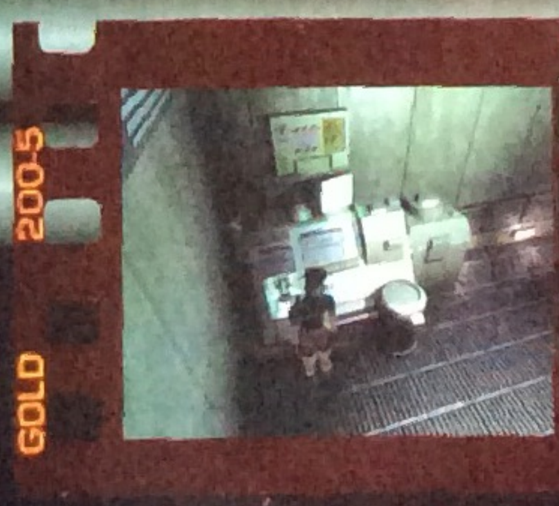
There's only one zombie here. That's it. Just him. Splitch him!



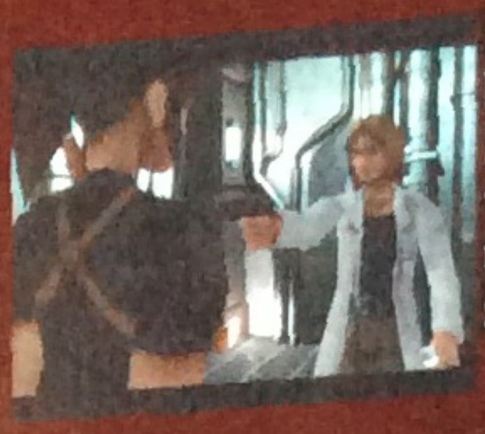
The P Lab is home to a large group of Zombies. Don't stop shooting until you hear quiet (no more moaning) in the room.



On this counter, you'll find the Lab Key Card, which will grant you access to that final room upstairs. This is the only item you can find here.



This console can make a vaccine for the "G" virus, but you don't have the materials to use it yet. You'll come back later when you have a base vaccine.



"No, Annette. I didn't kill William, honest. I didn't." Your conversation will be interrupted by a roar in the distance.



The man, the myth, the legend - William Birkin, Umbrella scientist and creator of the "G" Virus.



Annette is taken aback by William's "new look"; so much so that she doesn't notice him approaching her.



Once you step foot outside of the "P Lab," Annette Birkin will greet you with a gun to your head. An apparent side-effect of working for Umbrella: Annette doesn't look very stable. But then again, neither did Chief Irons. I just hope that Annette can keep herself together. She's raving that you were responsible for killing William. I hope she's not talking about that monster which attacked you on the train. If so, she might want to file for a divorce...



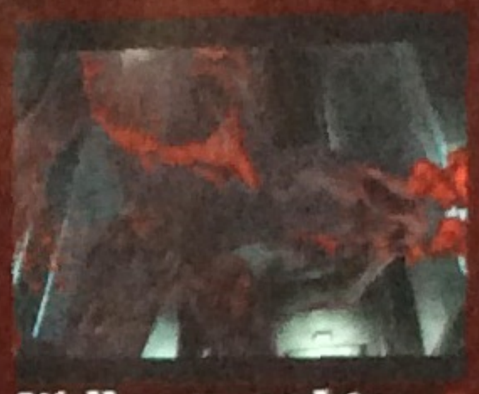
On your way out, stop by the room with eggs in front of it. Whatever laid these monstrous babies must be huge.



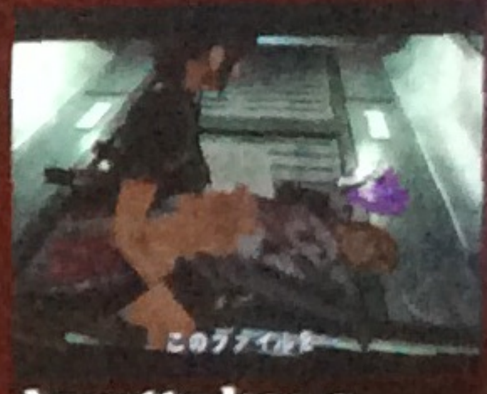
Yes, that Moth hanging on the wall is alive. Just shoot a few arrows at it to see what I mean.



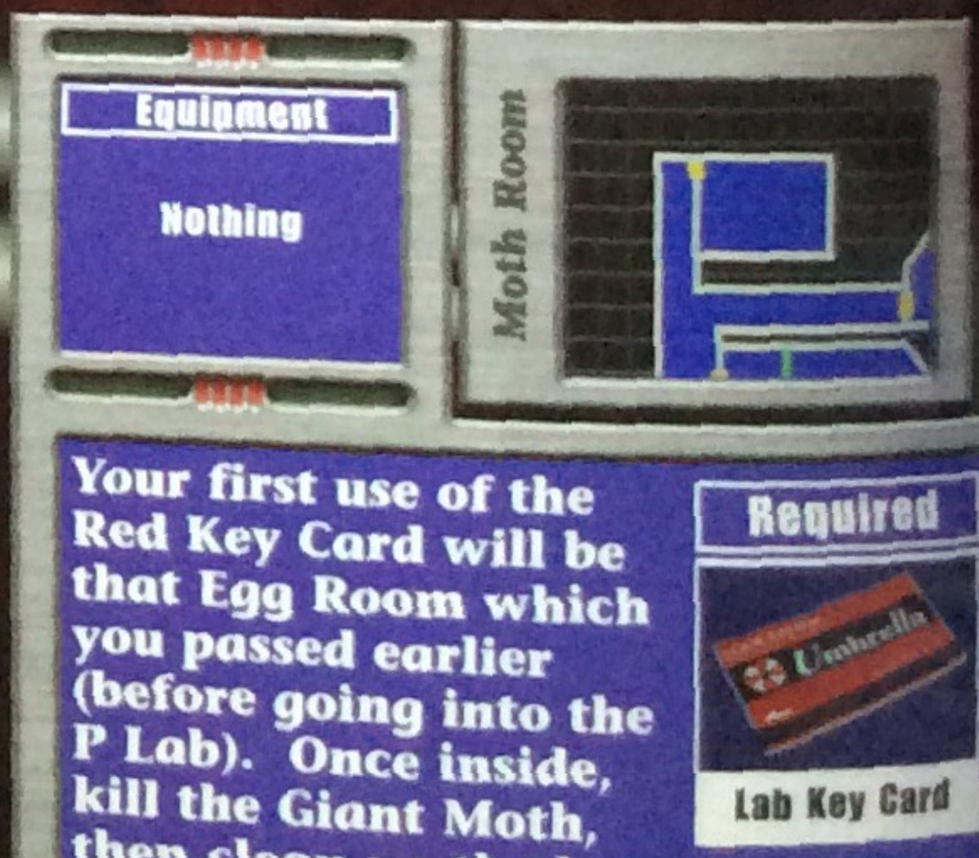
Once you anger it, the moth will chase you around the room. But if you keep moving, it will soon tire and settle down again, allowing you to shoot it once more.



Well, no need to file for that divorce... Follow Annette down the hall (head towards the C Room) where you came in from.



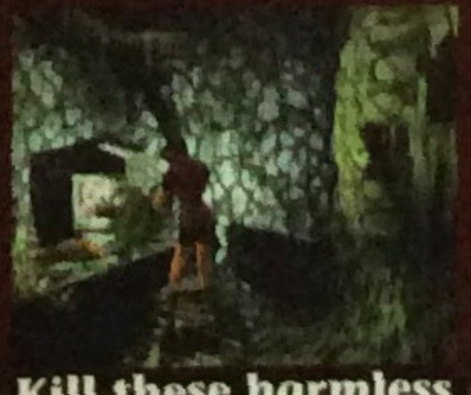
Annette has a change of attitude now and gives you the documents needed to make an antidote to the "G" Virus for Sherry.



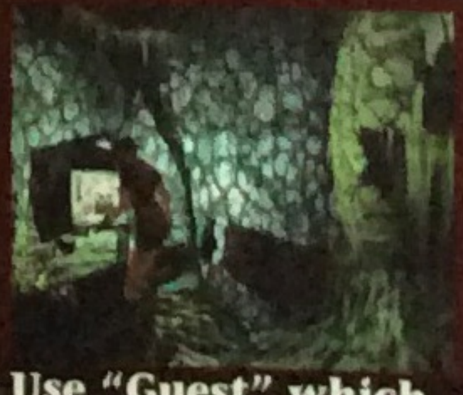
Your first use of the Red Key Card will be that Egg Room which you passed earlier (before going into the P Lab). Once inside, kill the Giant Moth, then clean up the keyboard in the corner by dusting those bugs which were lying on it. Access the computer entering "Guest" as the user. Then backtrack towards the ladder by the plant, the way you originally came.



Though you can use your Grenade Launcher to kill the moth, I recommend using your secondary weapon since it's not very strong.



Kill these harmless larvae to access the keyboard. When you do that, it will ask you for your name and password.



Use "Guest" which you know from the document in the Bunk Room. You'll now have 24 hour access to the computers of the Lab.



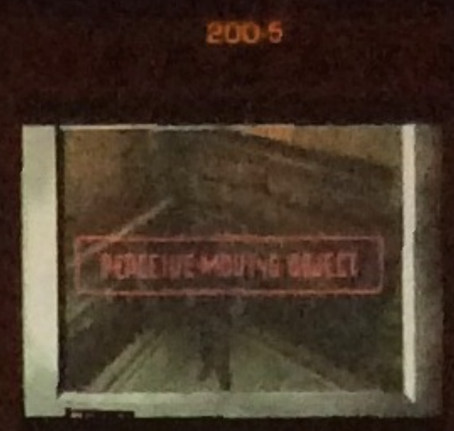
When you return through the Security Room, a cut scene will inform you that a "Self-Destruct" sequence has been activated. Looks like William is considered a biohazard and the Lab is trying to contain the danger. Just in time, you spot Leon on the monitor. You can bring him up to date on current events and then form a plan of action. He takes care of Sherry, while you try to mix this vaccine for her well-being. When it's all done, you'll meet at the transport on the bottom floor. Now, lets hope you can do all of that and get out before this place explodes. Time is running out, and those klaxons are there to remind you of the immediacy of the danger. Kill the surprise Licker then head south towards the Ladder.



Self Destruct? Looks like we'll have to be cutting short the plans for touring the Umbrella Plant.



How can you mix the vaccine and escort Sherry to safety? There's not enough time to accomplish that alone.



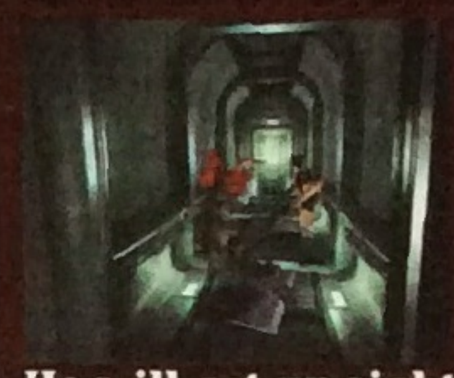
Wait! It's Leon! Inform him of what's going on, then get back to taking care of the Vaccine. He'll find Sherry for you.



Look who came crashing through the ceiling? It's just him. No friends this time.



If he flies back after one shot with his tongue in the air, don't assume he's dead... because it may take two shots to put him down for good.



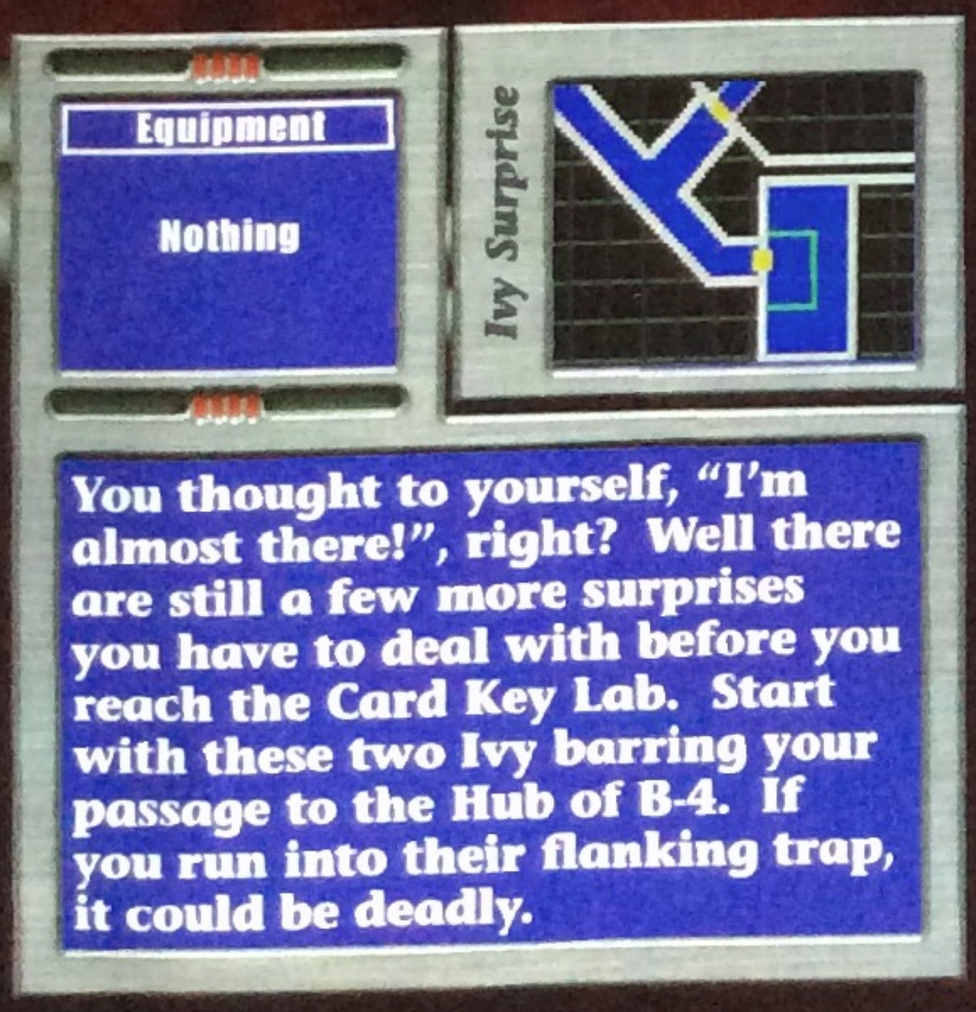
He will get up right away from the first shot once the smoke clears. Don't be fooled by an almost dead Licker.

Laboratory B-4

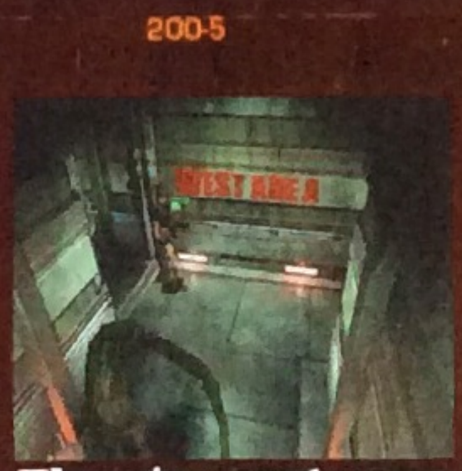
Survival Horror Tactics

With alarms and verbal warnings ringing in the background, you rush up the ladder next to the huge plant. Time. Time. Time. If only you have the time to make this vaccine before it's too late... Work fast. Sherry's counting on you.





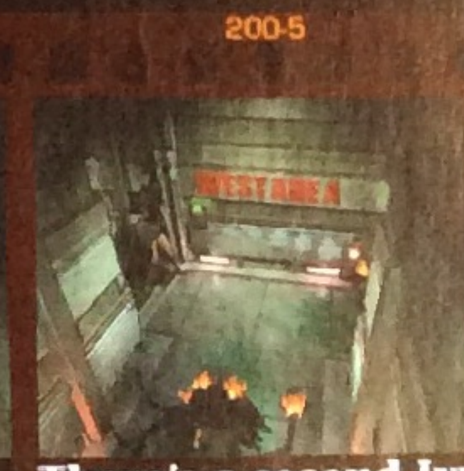
You thought to yourself, "I'm almost there!", right? Well there are still a few more surprises you have to deal with before you reach the Card Key Lab. Start with these two Ivy barring your passage to the Hub of B-4. If you run into their flanking trap, it could be deadly.



There's now two Ivy blocking your way as you try to return to the Hub in the center of B-4. Don't walk into their trap, proceed with caution and don't move too far beyond the door.



Blast this one which you can see first. Flame Rounds from the Grenade Launcher are recommended. Whatever you do, don't walk too far to the right, or the second Ivy will damage you.



There's a second Ivy hidden behind the right wall. If you walk into sight of it, you'll already be hit by its poison, so blast it from the doorway.

Laboratories B-5

Survival Horror Tactics

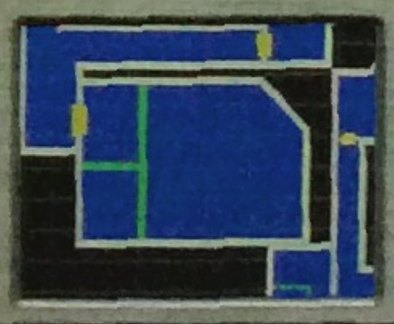
Claire

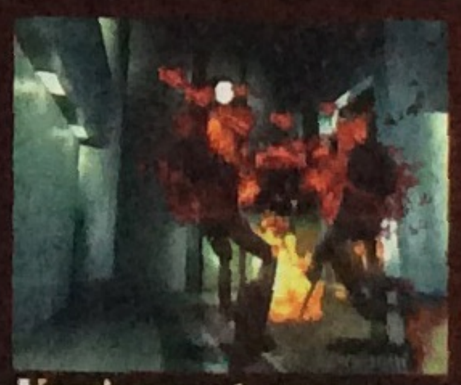


Now that you have the Base Vaccine, all you need to do is mix the full vaccine at that machine in the P-Lab. It's all the way at the other end of Lab B-5, so start heading back there, and hurry!

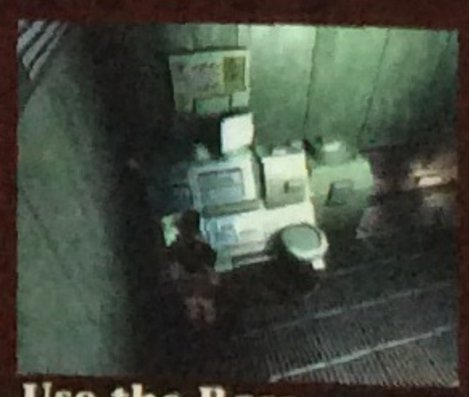
Equipment

Vaccine





You've got more visitors as you backtrack to the vaccine machine in the P-Lab. These Zombies won't overwhelm you with speed or power, just their numbers.

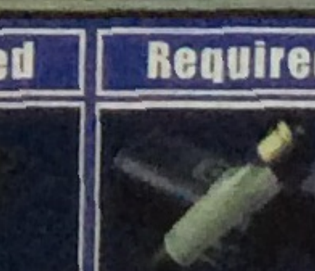


Use the Base Vaccine on this machine in the P lab way on the other side of Lab B-5. I hope this vaccine works in time to save Sherry from a gruesome end. Can't this thing go any faster?



You passed by this door earlier (the room next to the Security Room). Use the MO Disk on the panel in front of the door to gain access to the lift elevator down to the transport at the bottom floor. You're almost out of here.

Required



MO Disk

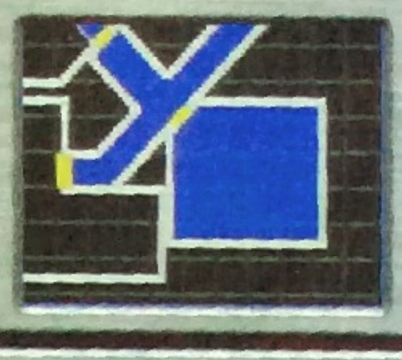
Required

Base Vaccine

Take the ladder down, and head toward the P Lab with the Base Vaccine. Once you have the Vaccine, retrace your steps through the C Room and make a left at the next hallway. Use the MO Disk on that door.

Equipment

Vaccine Cartridge
MO Disk
Grenade Rounds
Base Vaccine



Once you're past the Ivy and are safe on Lab B-4, return to the Hub in the center of the floor, then take the left fork (towards the Freezer) and use the Lab Card Key to enter the V.A.M. room. Mix the Base Vaccine, then open the door adjacent to this room. Provided you entered the "Guest" code and were fingerprinted in the Moth Room, you will be able to enter the code for one person. You still need another person's entry code, which you'll get in your next game (Leon R).

Required

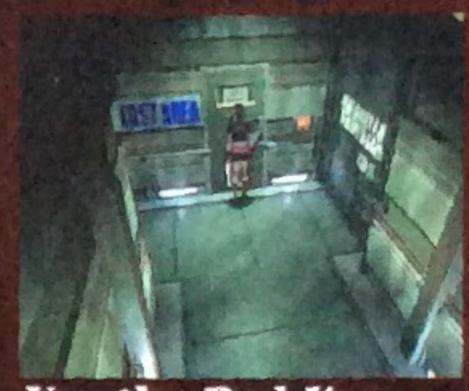


Lab Card Key

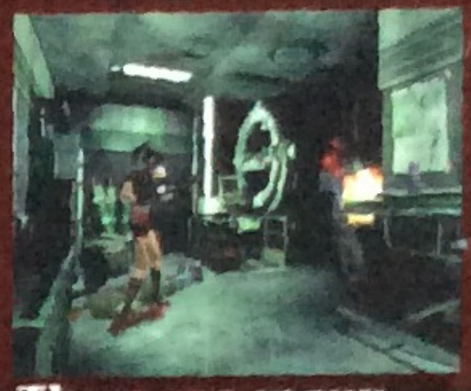
Required



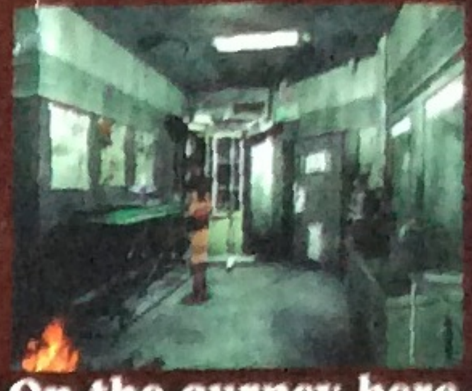
Vaccine Cartridge



Use the Red Key Card here with skill. Open that door to your right later to enter half the access code to that room.



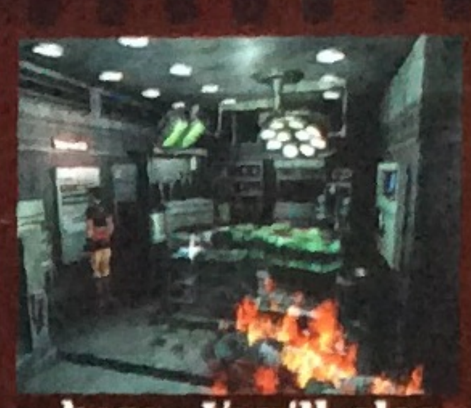
There are many Zombies lurking in those shadows to your right. There's a light switch to your left in the back.



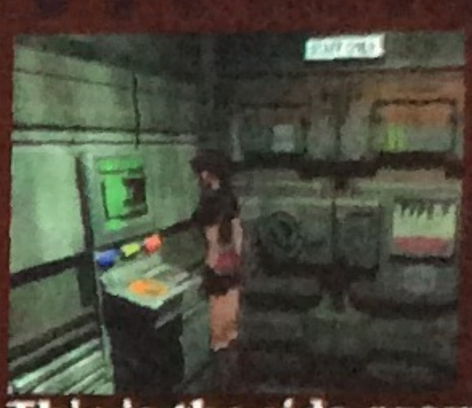
On the gurney here, pick up the Vaccine Cartridge and use it on the V.A.M. machine pictured in the next screenshot.



Use the Cartridge here. Once the machine has started, return here to pick up the Base Vaccine. The V.A.M. startup switch is...



...here. You'll also see the MO Disk sparkling behind you. Grab that to gain access to the elevator which will take you to the transport.



This is the side room next to the V.A.M. Room. Enter the access code for one person (after visiting the Moth Room). That's all you can do here now.

Equipment

Nothing

William

Inside the Top Secret Room, you'll find the technical equipment which was probably responsible for the creation of the "G" Virus. It was all done here... Just look at those red storage tanks.



Flick this switch to summon the elevator. Before you can get on, William will drop in on you yet again.



And he's got more of an attitude now too. Luckily, he didn't evolve faster feet. You can still run away from him easily.



If he hits you twice, he will raise his arms to flex for approval. Take this time to "make him pay!"



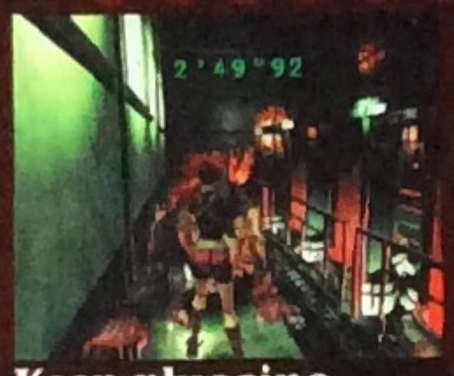
Once you damage him enough in his first form, William will evolve into this more beast-like alternate form. This will be your last test, and it is much more dangerous. All the while time is running out... I hope Leon and Sherry wait for you.



Now, he can pounce on you and hide in safety atop the storage containers in the room.



If you're caught in its grasp, it will swing you around like a rag doll and finally toss you to the ground.



Keep plugging away with Grenade or Flame Rounds until he dies. Shooting him on the ground works best.

Equipment

Nothing

Now He's Mad

There are many ways to defeat William. His first form is susceptible to almost anything. The Submachine Gun works great if you have it. If not, stick to Grenade Rounds and he'll be changing in seconds. His second form is more dangerous since he jumps around so much. You can still hit him with Grenade Rounds if you aim the Launcher up. Otherwise, Flame Rounds work just as well on the ground. You still need time at the end to descend to the transport, so don't take too long with him.

Equipment

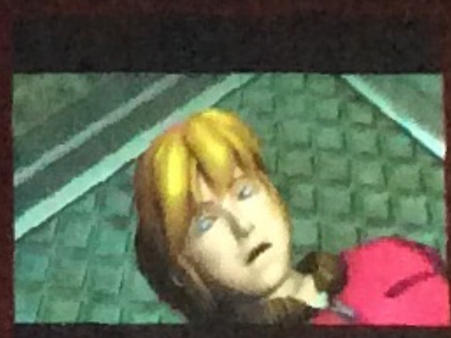
Nothing

The End?

Once you've descended from the elevator, head down the hall to the transport and you're out of here. You did it. Now you just have to reload that new Leon game they save on your memory card to see what happens differently from Leon's point of view.



All that work comes down to this little vial in your hands. If this doesn't cure Sherry from the "G" Virus, then there's nothing else you can do for her. "Please work!"



Annette's death wasn't in vain after all. Sherry seems to be cured. Now both her parents are gone. I think you're going to have to take care of her from now on.



Well, life's not that bad with Sherry. You still have to find Chris and Jill and the rest of the S.T.A.R.S. team, but at least you're not alone and neither is Sherry...

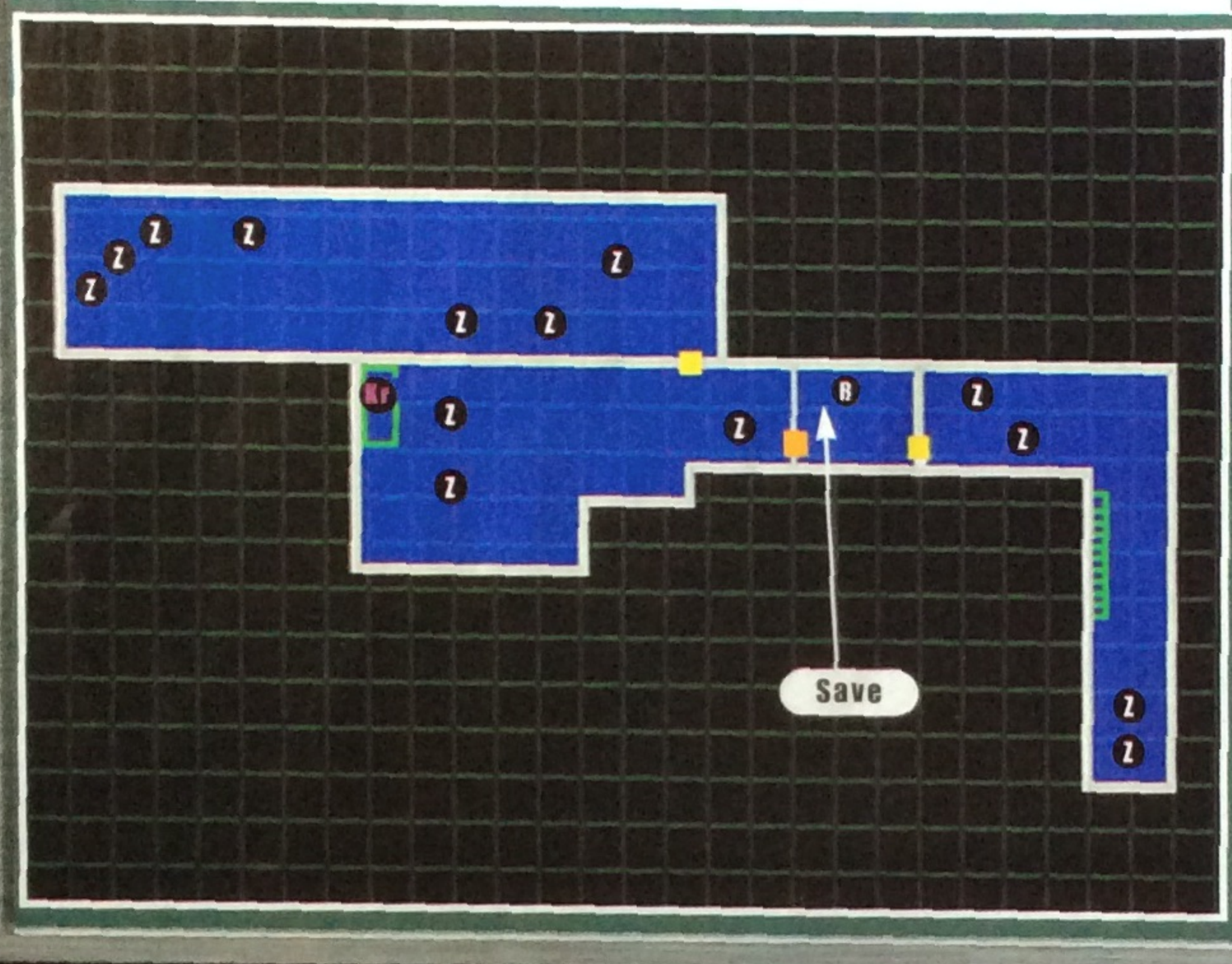
Raccoon

Survival Horror Tactics

Your venture into darkness begins in a city rampaged by a plague of undead evil. The only light that enables you to see are the flames that are ravaging the city. Surrounded by undead, escape is your first priority.



Raccoon City Map



Items Key



R x1 Ribbon



Kr x1 Key on Ring



x1 Hand Gun Bullets

Key

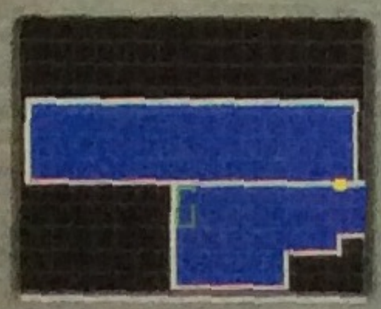
Z •Zombie

•Key Ring Door

Equipment

Nothing

City Area



Action takes place immediately; avoid the three zombies behind you. There are several zombies here and no ammo clips, so don't even bother drawing out your pistol for counteracting. Weave your way past all the zombies to the first door.



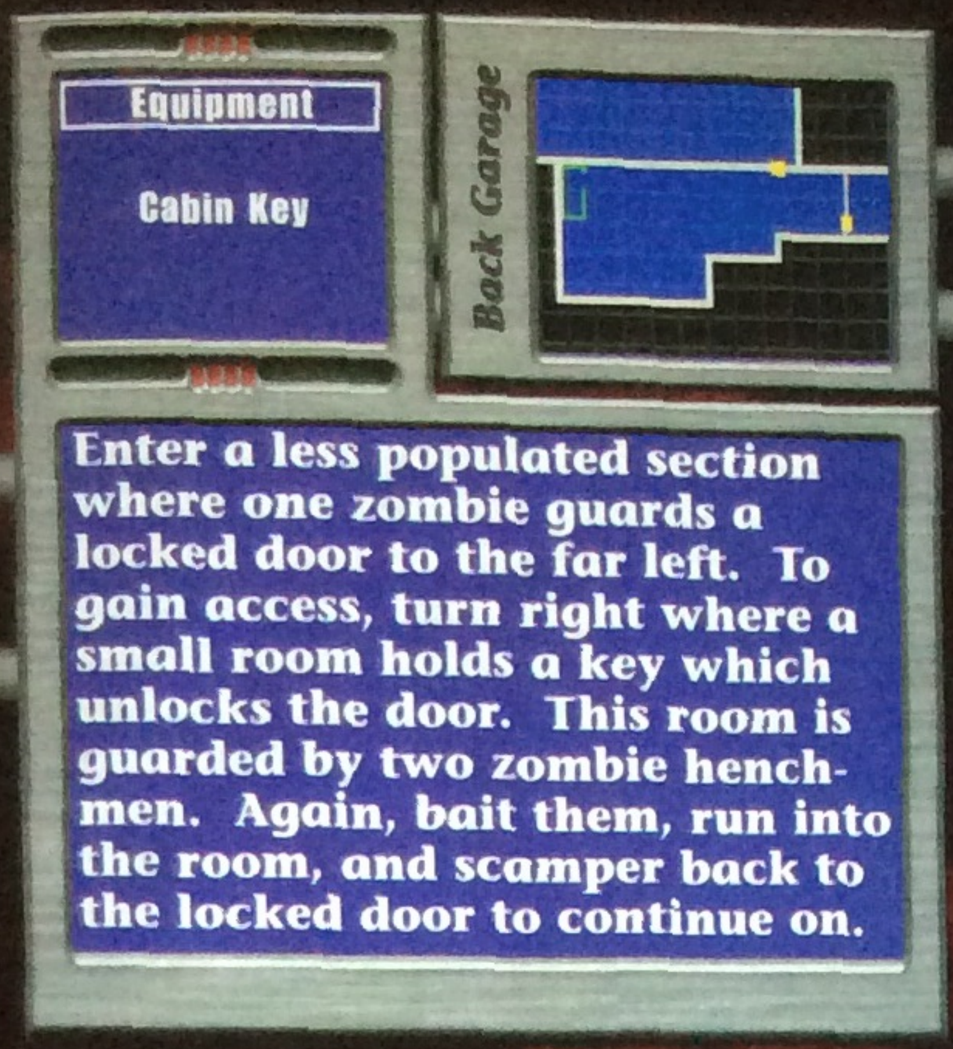
With three flaming zombies to the rear, the theme is "Run, Claire, run!" Be aware that a horde of zombies await ahead as well.



Former members of Raccoon City's finest makeup the corpse core. Rather than serve and protect, they will seek and devour.



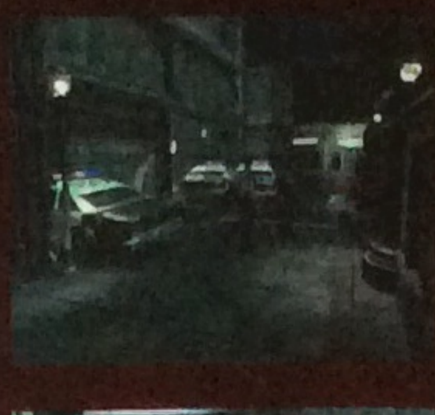
This section is good to practice your "baiting" skills to entice the zombie's hunger. After avoiding the zombie corps, exit via right door.



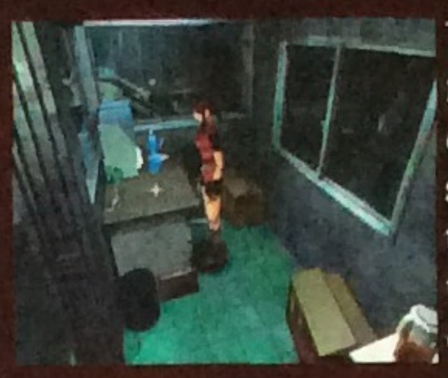
Enter a less populated section where one zombie guards a locked door to the far left. To gain access, turn right where a small room holds a key which unlocks the door. This room is guarded by two zombie henchmen. Again, bait them, run into the room, and scamper back to the locked door to continue on.



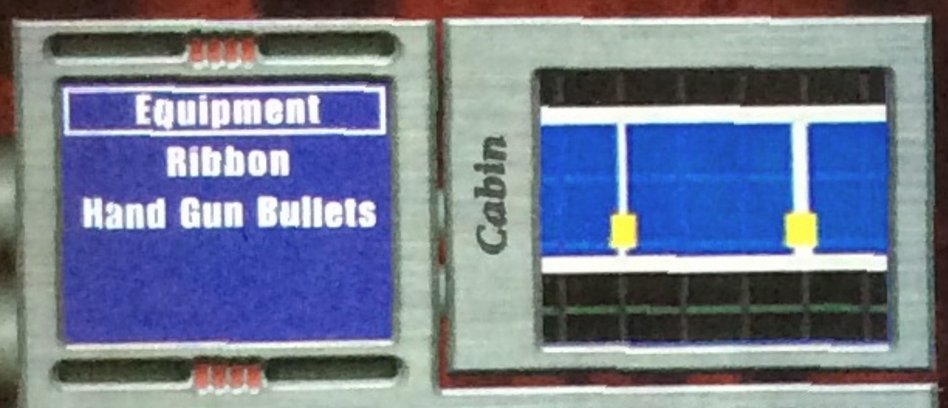
Those zombies you ditched in the section before won't bust the door, but try not to get the attention of the zombie to the left.



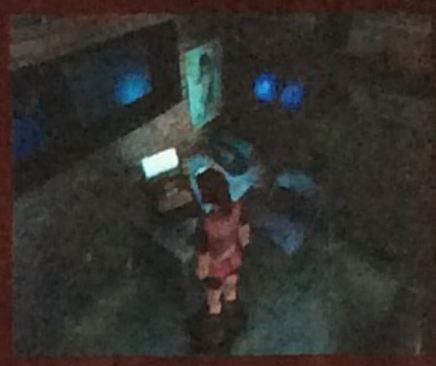
When baiting the two undead officers, try to get both to walk towards the car, and run to the right.



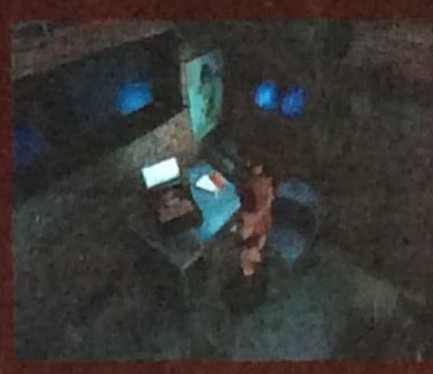
The sparkling item is the key to your desires (so to speak). Don't stay too long here as the zombies will enter the room.



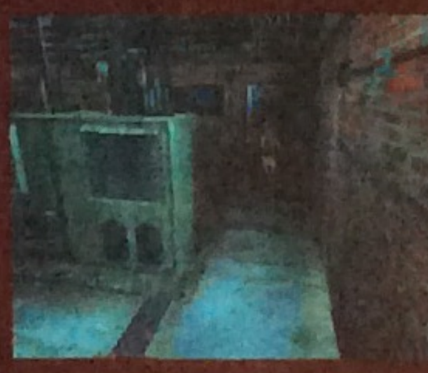
Using the small room key, you'll enter a "safe zone"; that means no zombies hungering for meat. Turn to the right where an ink ribbon and bullets are found. There isn't much else of interest here so exit via opposite door.



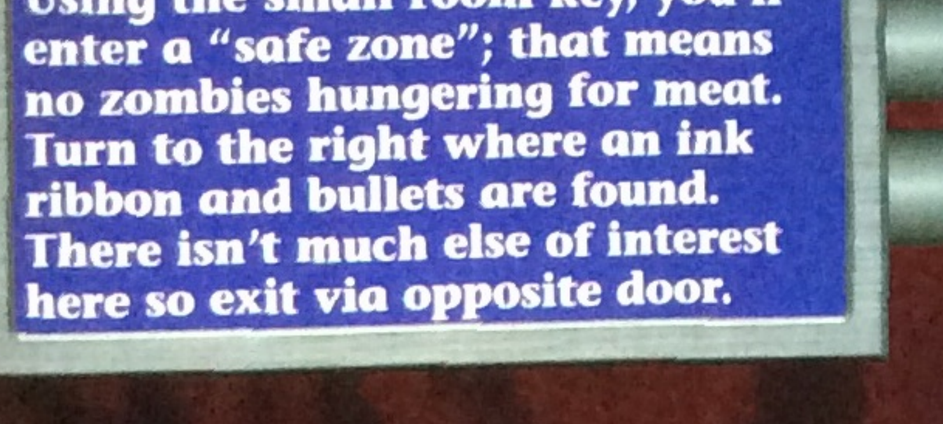
After entering, turn right to get a ribbon and Tony's Arms on the table. You may save your game here using the typewriter.



RIght next to the Ink Ribbon lies some valuable ammo. Don't go trigger-happy though... conserving is surviving.



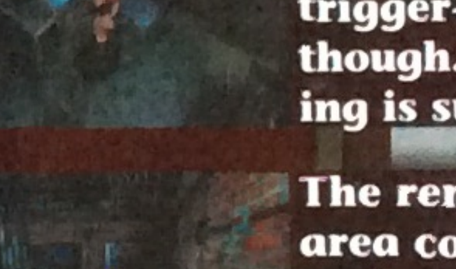
The remaining area contains various electronic equipment that your cannot play with. Darn! Exit through the door.



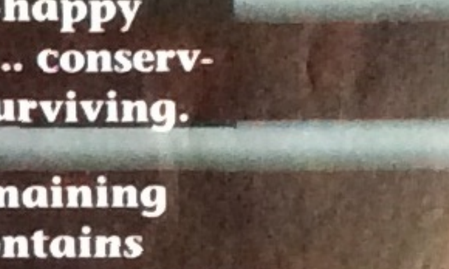
Are you almost out of the city area? Yeah, but don't fret, there are mass amounts of zombies and other horrors waiting to pounce upon you. Avoid the zombies and walk up the stairs to the Police Station.



Upon entering the area, weave your way between the two police zombies to avoid being frisked, the undead way.



As you approach the corner, you'll encounter two more zombies hungering for some white meat.



...Bait, wait, and turn loose around the zombie, jolting up the stairs to the second floor of the Police Station.

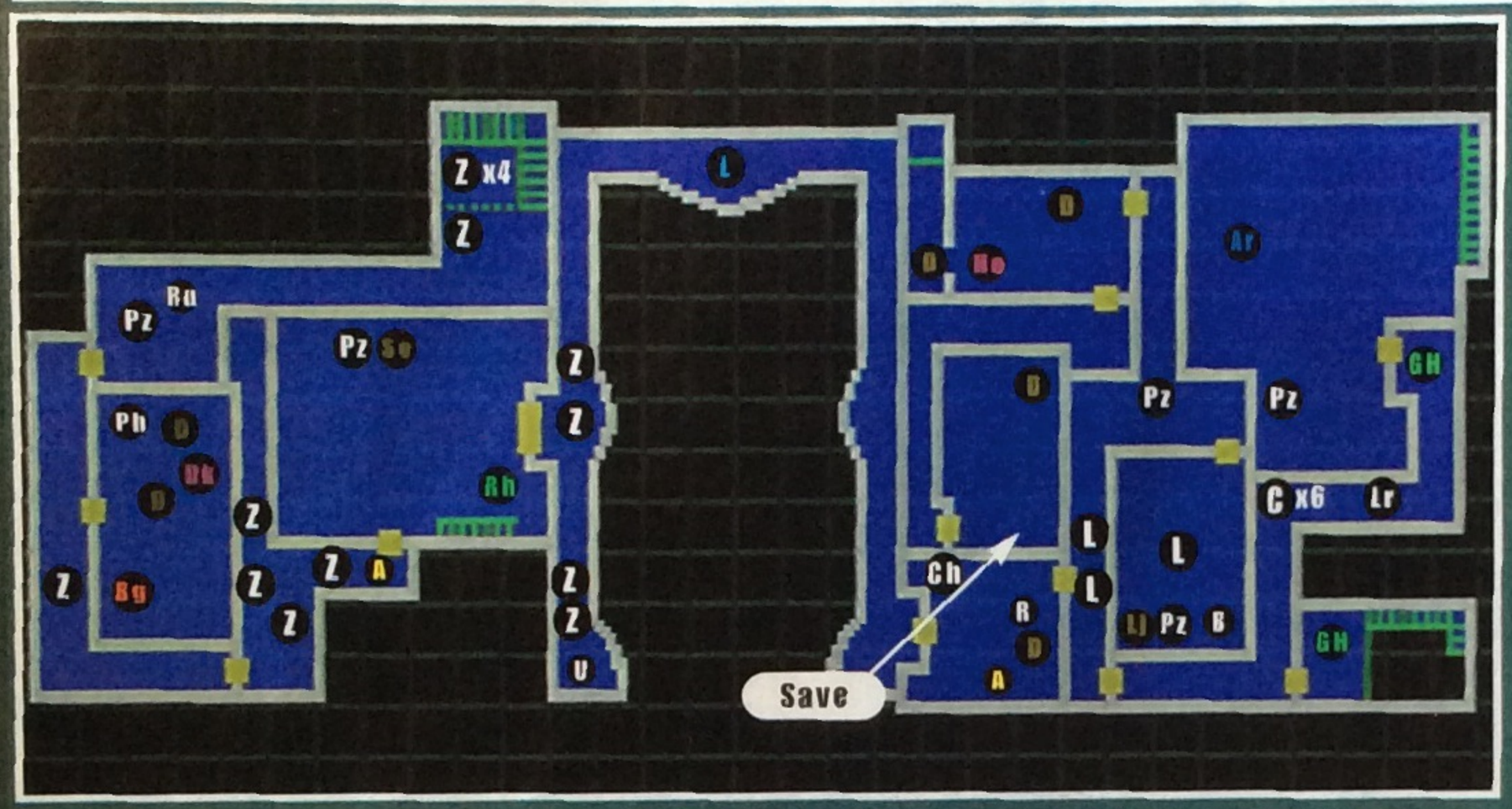
R.P.D 2nd Flr.

Survival Horror Tactics

Despite escaping the chaos and anarchy of the undead invasion in the streets, sanctuary in the Police Station is short-lived. Along with the living dead that reside in the station, more unnatural horrors wait to feed...



R.P.D. Floor 2



Items Key


A x2 — Hand Gun Bullets


Bg x1 — Bow Gun


B x1 — Blue Key Card


Ar x1 — Acid Rounds


Gh x2 — Green Herb


Rh x1 — Red Herb


Ru x1 — Red Jewel


Hk x1 — Heart Key

Key

- Z • Zombie
- Z • Surprise Zombie
- L • Licker
- C • Crow
- L • Surprise Licker
- Lr • Lurch
- Ch • Chest
- Pz • Puzzle


1/2 Jaguar Stone x1


D x1 — Chief's Mail


D x1 — Police Diary


D x1 — Diary A

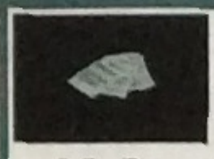

Ph x1 — Photo


Sg x1 — Serpent Stone


R x1 — Ribbon

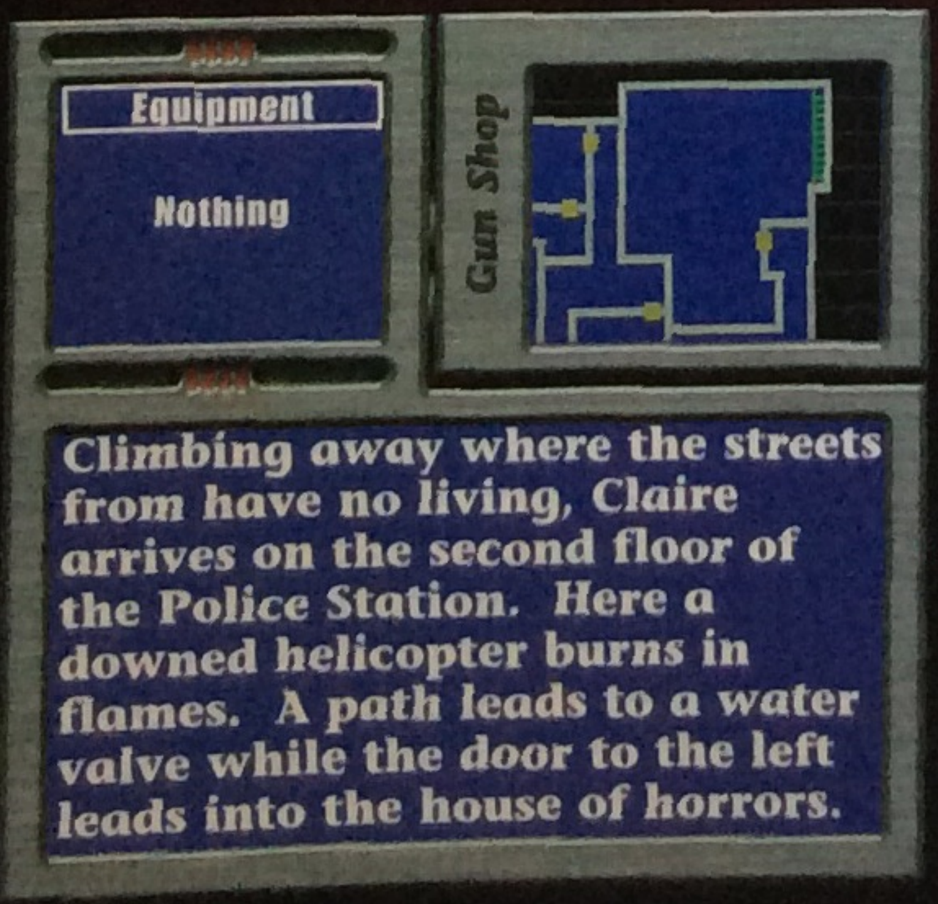

D x1 — Diary B


D x1 — Chris' Diary

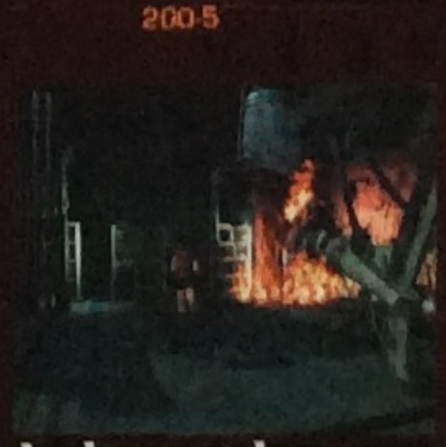

D x1 — I.A. Report


U x1 — Unicorn Medal


Dk x1 — Diamond Key



Climbing away where the streets from have no living, Claire arrives on the second floor of the Police Station. Here a downed helicopter burns in flames. A path leads to a water valve while the door to the left leads into the house of horrors.



A chopper burns steadily into the long night. The water valve (beyond the bars) cannot be accessed... yet.

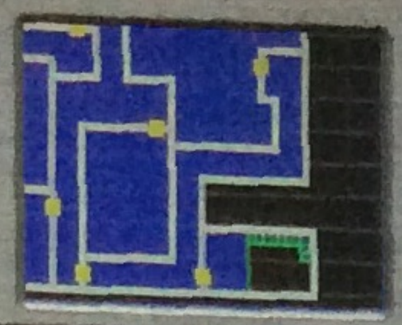
Hmm... don't try to get a closer look into the chopper as the flames burn steadily, and as you know, fire bad.. fire very bad.

The straight path leads to the water valve. However, the wheel is missing to turn the water on. Exit this place through the door.

Equipment

Green Herb

Hand Gun Bullets



Entering the hallway, you'll notice glass from broken windows sprayed across the floor. The cackling of crows reverberates throughout the hall and for good reason. Turn the corner to see a flock of crows feasting on the remains of a corpse. Don't bother trying to kill the crows here. Run past them down the hall where two doors are located. The light blue door heads to an outside stairway leading to the first floor of the Police Station. The other continues on the second floor. If you wish to kill the crows, wait with your back against a door, and kill each crow that flies at you. Check the pecked body (after your killing spree) for bullets.



Entering this hallway, you'll find a Green Herb for your medical needs. Be sure not to overuse any medical items.



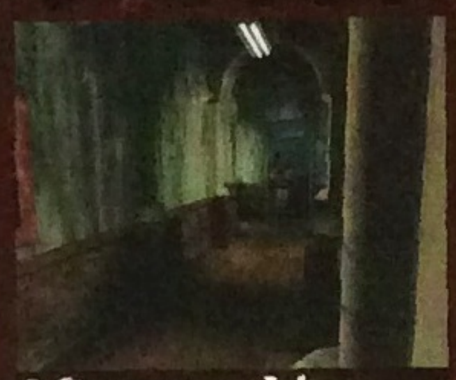
There's only one way to go... straight. Run past the crows and don't stop to check out the corpse, yet.



Run down the hall, around the bend, until you get to this door and kill each of crows that follows you. Use the knife to conserve ammo.



Pecked to death from the countless crows, search the former officer for valuable ammunition.



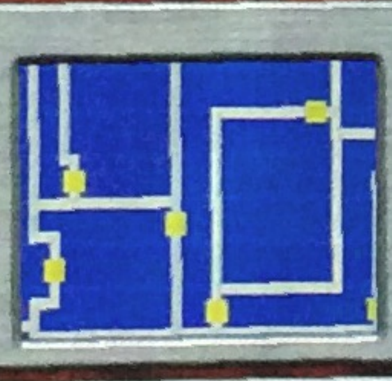
After searching the body, you have two options. The blue door leads to an outside stairway to the first floor...



...or you can continue on to the second floor by proceeding through the brown door at the end of this hallway.

Equipment

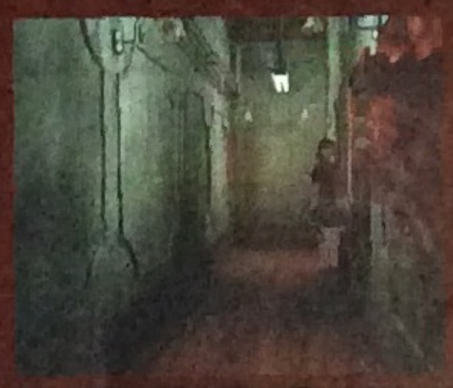
Nothing



Upon entering this hallway, you'll have to deal with a creature best described as an inside-out Spiderman. These menaces, called Lickers, are quite agile and will attack with their clawed appendages, their elongated tongue, or a fatal pounce attack. They're hard to hit from afar since their bodies are so low to the ground. Also, don't hit them if they're on the walls. Wait for them to close in while they're on the ground. Well, with that said, don't engage in any war-like tendencies this early on. Head to the nearest door, since the end of the hallway is blocked by the burning wreck of the flaming chopper. The helicopter's burning merrily; so don't get too close!



Upon entering this hallway, you'll hear tapping sounds that you'll eventually be familiar with as...



...a Licker. Nasty little devils, aren't they? Well, run to the nearest door, for there isn't much else here...



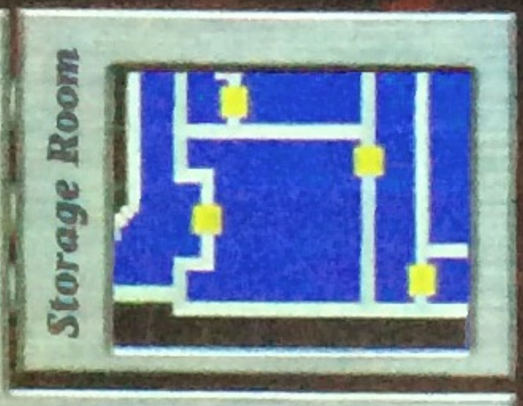
...other than the flaming chopper blocking the hallway. So head through the door, before getting a good licking.

Equipment

Ribbon

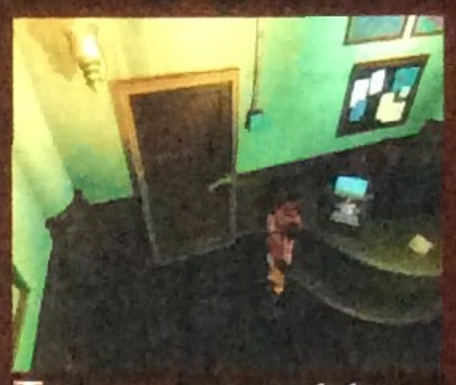
Chief's Sec. Diary

Hand Gun Bullets



Ahh... for once a safe room. In this storage area, there's a typewriter immediately on the desk. Go ahead and save your game here. Grab a Ribbon right next to typewriter and take the Chief's Secretary Diary, which tell of a somewhat eccentric Chief of Police, Mr. Brian Irons. On the bench in front of the window, you'll find some more 9mm rounds for your trusty Hand Gun. Go across the room, where right next to the door lies the familiar sight of the equipment box. Note that items can be combined and stored safely, and all items stored in the box will carry over to other such storage boxes.

200-5



To save or not to save? It's recommend to save in storage rooms. Well, at least grab the Ribbon next to the typewriter.

GOLD 200-5



On the round desk lies a Tan Diary of all the game's secrets. If only... however, it reveals some of the strange goings on.

200-5



A box of bullets for your hand gun will be found on the bench in front of the window. Remember, watch your ammo usage.

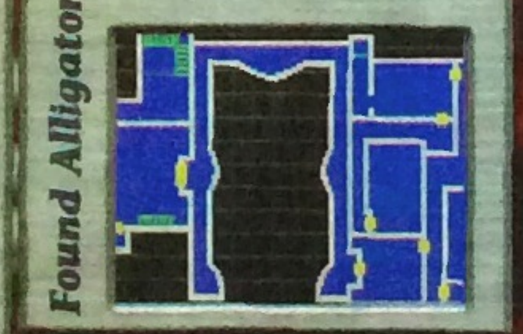
GOLD 200-5



Ah... the magic storage box. There's ammo in the box, so leave whatever items you deem unnecessary in the safety of the magic box.

Equipment

Unicorn Medal



Once you exit the storage room through the new door, you'll find yourself on the second floor of the Main Lobby in the Police Station. Starting at the right bottom corner of the balcony, explore this area till you come across an emergency ladder mechanism. You can activate the ladder now to gain access to the first floor, which is advisable, as a weapon can be found immediately. Rounding the bend, you'll stumble upon former cadets of the police department (not "relieved of duty" but "deceased"). A valuable item is at the end of the corner so either; come back later for it; shoot all the zombies and get the item before they can get back up; or kill, kill, kill every shambling undead!

200-5



Exit the storage room and run straight to explore the rest of the balcony area.

GOLD 200-5



At the top middle section of the balcony lies the emergency ladder. Don't go down here yet.

200-5



When you go around the corner, you'll find some zombie blasting fun. Take him out since it's too narrow to run past him.

200-5



After dealing with the first menace, you will have to contend with four more zombie officers before grabbing the Unicorn emblem.

GOLD 200-5



Sorry, these double doors are still closed to the public. You can change that later in the game.

200-5



Get back to the ladder that you should have lowered. Continue on you path into the horrors within, for this is but a small taste of your arduous journey.

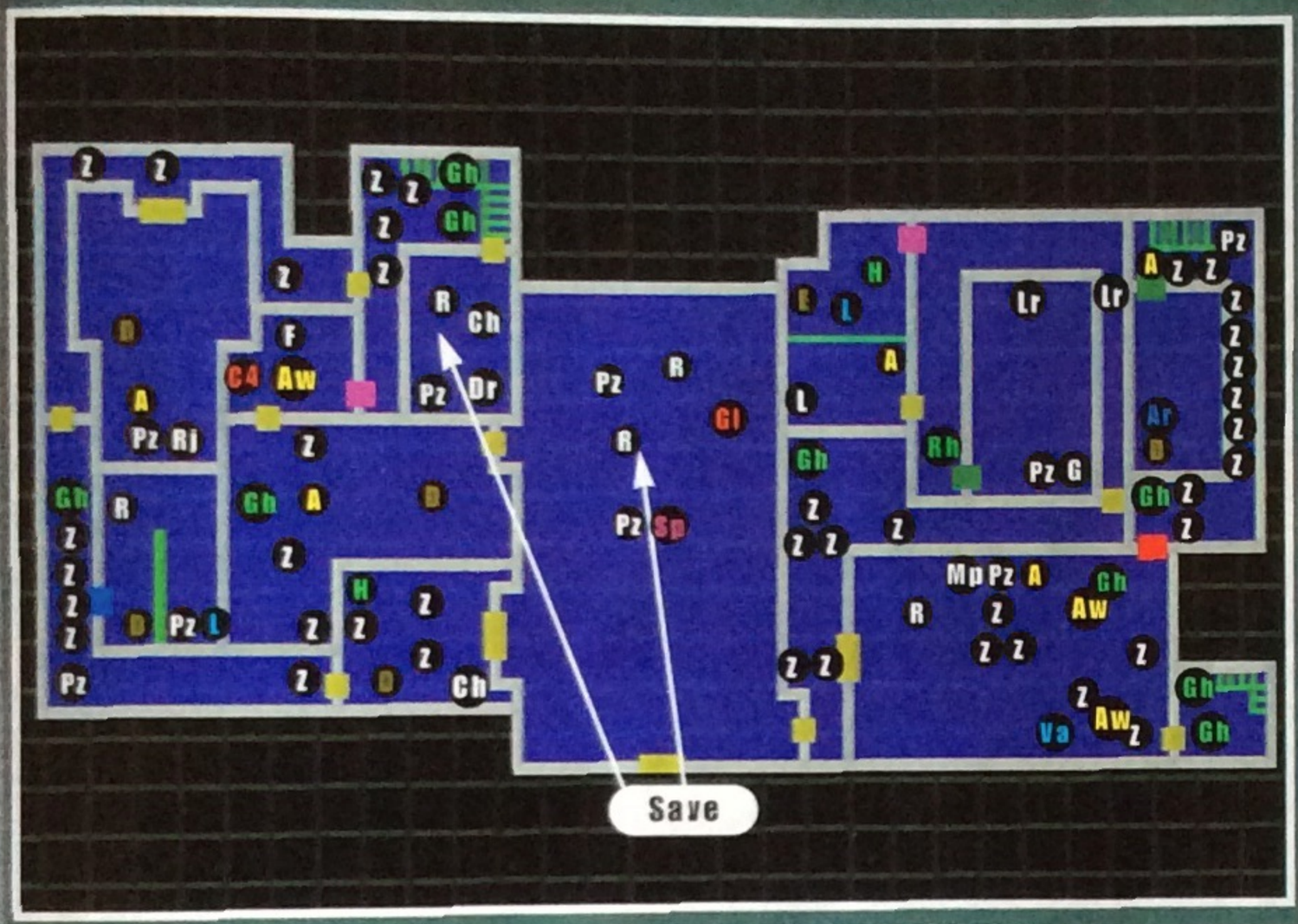
R.P.D 1st Flr.

Survival Horror Tactics

Though you're back down on ground level, don't believe for one moment that you're safe. Are there any survivors from this zombie rampage? Yep, but they're currently shambling about with their entrails hanging....



R.P.D. 1st Floor



Items Key


Gl x1 — Grenade Launcher


Sp x1 — Spade Key


Gh x9 — Green Herb


Ar x1 — Acid Rounds


H x2 — Health Spray


Va x1 — Valve Wheel


L x1 — Lighter


Rj x1 — Red Jewel


F x1 — Film


Aw x6 — Arrows


Rh x6 — Red Herb


D x6 — Detonator


E x1 — Eagle Stone


A x5 — Hand Gun Bullets


C4 x1 — C4


R x5 — Ribbon


G x1 — Gear


O x1 — O.P. Report


O x1 — Police Memo


P x1 — Patrol Report


O x1 — Leon Memo

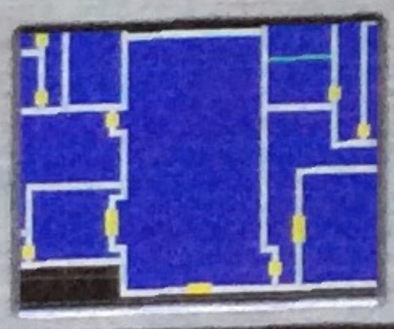

O x1 — Night Diary

Key

- Z • Zombie
- L • Licker
- L • Surprise Licker
- Lr • Lurch
- Mp • Map
- Ch • Chest
- Dr • Dark Room
- Pz • Puzzle
- • Club Key Door
- • Spade Key Door
- • Heart Key Door
- Diamond Key Door

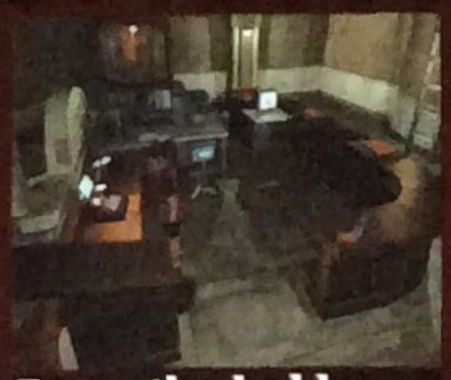
Equipment

Ribbon
Grenade Launcher



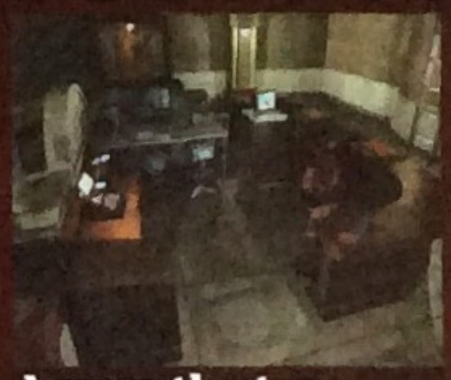
When you reach the floor of the Main Central Lobby, look around the desk area for some items. You can also save your game here with the typewriter. Then, venture to the fountain in the front of the lobby.

200-S



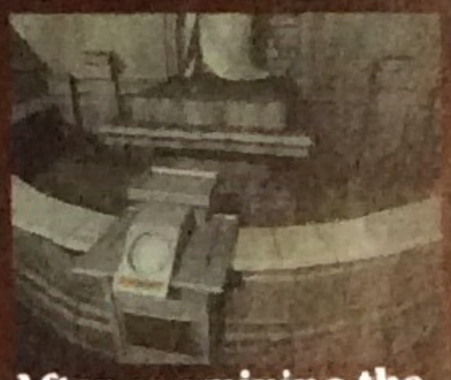
From the ladder, search the desk area for items. There's a Ribbon right next to the typewriter, so save if you wish to.

GOLD 200-S



Across the typewriter lies the Grenade Launcher. With a salivating appetite, take it! This piece of killing ordinance rips through putrid flesh!

200-S

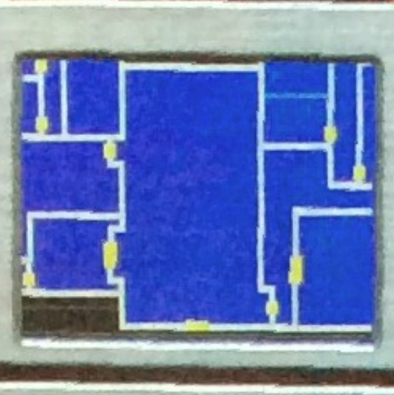


After examining the desk area, go to the front of the lobby where you see the fountain. Hmm..a circular indentation? Where's that medal?

Equipment

Spade Key

Fountain Puzzle

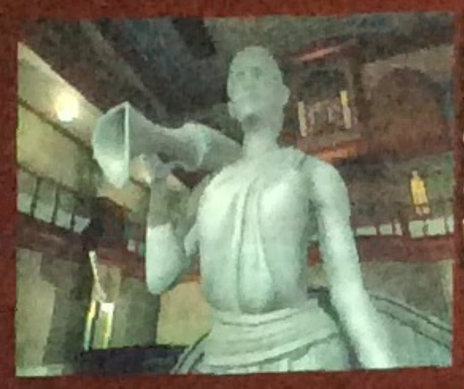


Eureka! That round space must be for the Unicorn medal!! Place the Unicorn medal and you'll receive, not just some cool FMV, but as a bonus gift, you'll get the Spade key! After this sequence, go back up the ladder, for all the doors are locked (well, except the outside).

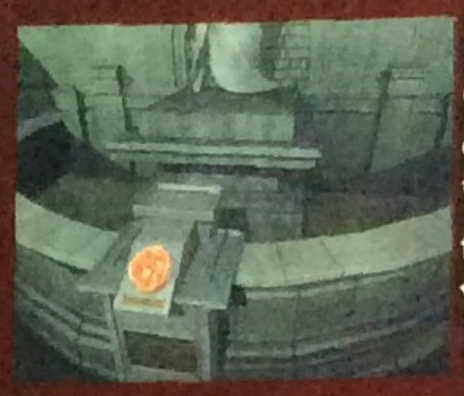
Required



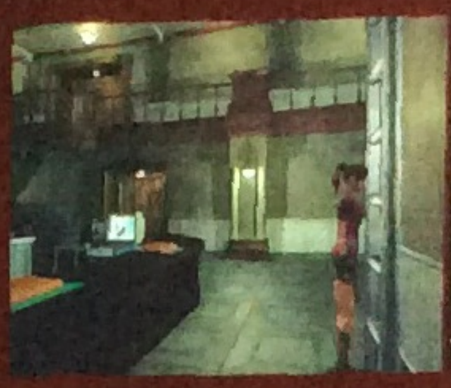
Unicorn Medal



Place the Unicorn medal in the appropriate place and the statue will begin moving.



From the stone canter will pop out a Spade key. What horrors does this key unlock? You will soon see...



All the doors are locked, except the door to the outside. Since the city's infested with zombies, go back up the ladder.

R.P.D 2nd Flr.

Survival Horror Tactics

Back on the second floor, with some new items in your pack, you'll be doing some backtracking to gain access to new areas of this evil place. Your journey into hell has only begun.

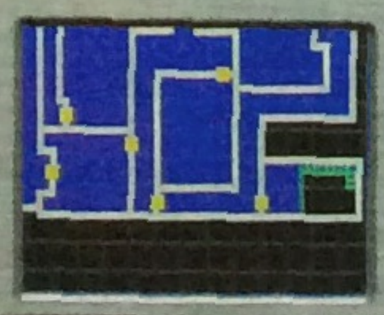
Claire



Equipment

Green Herb X3

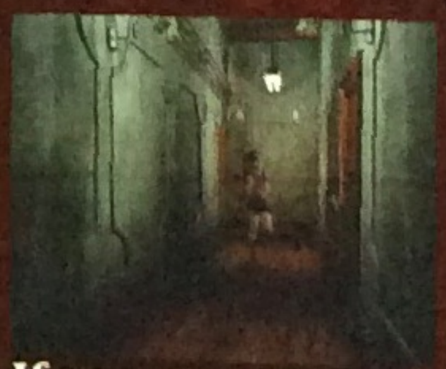
Path to 1st Flr.



With some new items in tow, proceed back up the ladder and backtrack your way into the hallway where you fought off the crows. Here, you find a blue colored door which you can unlock, gaining access to an outside stairway that leads to the first floor. There are several Green Herb plants with healing properties, so if you're low on health, make sure to grab 'em. A little mixing of herbs could free up equipment space as well...



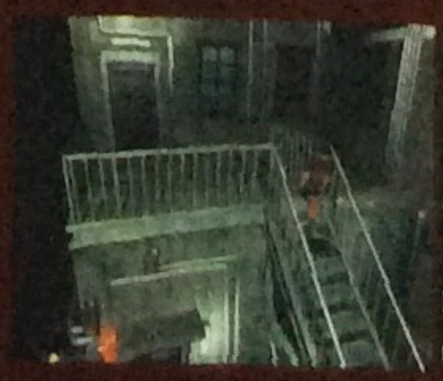
Go back up the ladder and return to the original door where you came from.



If you want to drop some items off in the storage box, do so and proceed backwards.



In the hallway of former crows and a dead body, unlock the blue door to go outside. If you're low on health, snatch the green herb.



From here, the only way to go is down, so step down the stairway to the first floor where new creatures await... joy!

R.P.D 1st Flr.

Survival Horror Tactics



This is as far as you can proceed on the second floor, so now explore the lower levels of the Police Station. Don't worry about encountering new sickly abominations; you'll meet plenty of them here.



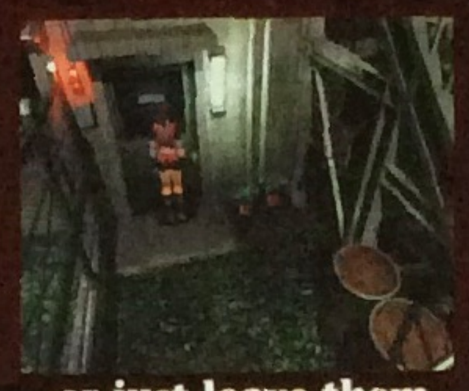
Proceeding from the upper floors, you'll walk down the stairway to the first floor level. Here there are more medical Green Herbs beneficial to your health. If you want, you can go back and drop them off in the storage box. This is recommended since you might be getting new items to carry on these new levels; and you don't want to be stuffing your pockets with plant matter!



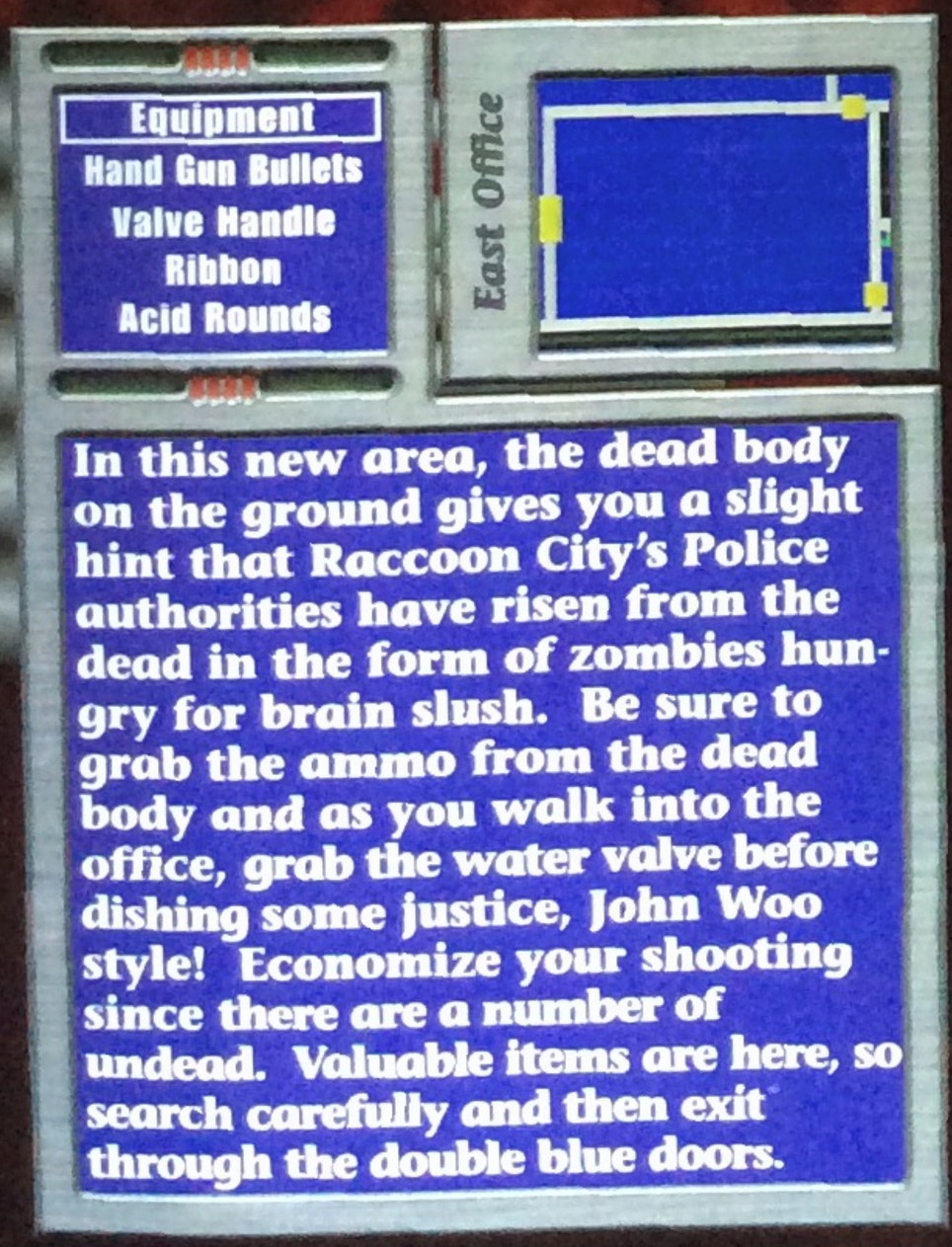
Watch out under the stairs! Just kidding. It's relatively safe here, so proceed towards the door.



Here, you'll find two Green Herbs. Unless you're low on life you can opt to pick them up and save them for later use...



...or just leave them alone and enter the door. You can also take them and go back to the second floor storage room and drop them off.



In this new area, the dead body on the ground gives you a slight hint that Raccoon City's Police authorities have risen from the dead in the form of zombies hungry for brain slush. Be sure to grab the ammo from the dead body and as you walk into the office, grab the water valve before dishing some justice, John Woo style! Economize your shooting since there are a number of undead. Valuable items are here, so search carefully and then exit through the double blue doors.



As you walk in, investigate the body and you'll some find bullets. The door at the end needs a special key, so...



...move into the office area where you'll find the valve handle. Turn and release some survival horror justice.



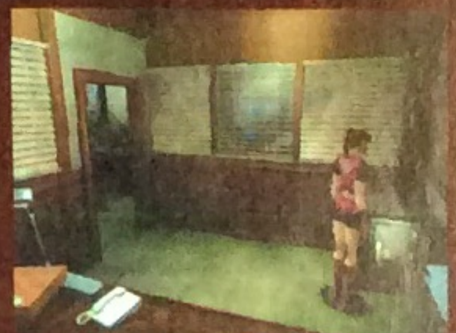
There are quite a number of zombies, so you might want to conserve ammo here, and just take a few out to make room for yourself.



Once you've either killed all the zombies, or enough to run around them, check for items. Here, the valuable Ink Ribbon lies.



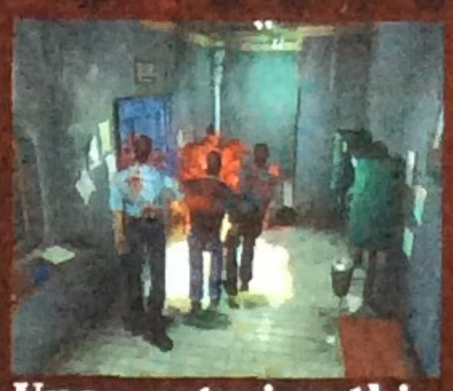
Within the private office, lies some ammo on the desk. Behind the desk is a hidden Green Herb.



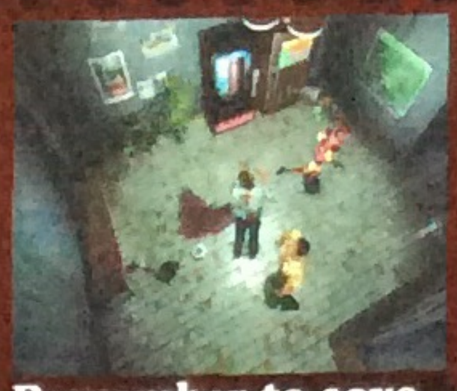
This safe requires a combination that you'll find later... but since you're reading this, the combo is 2236. You'll find a map of the Police Station and Acid Rounds.



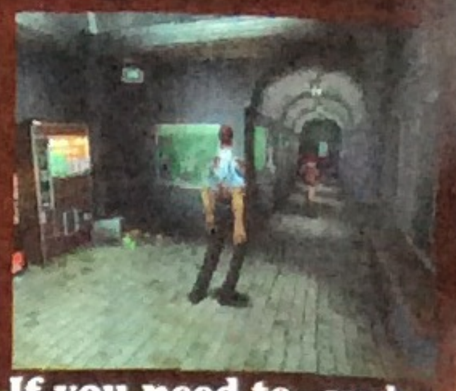
Once you exit the east office, you'll come upon what looks like a waiting room. Here, you'll find exactly that... more rancid horrors just waiting for you. You don't have to take out every single target, just the majority so you can slip by the rest. There are a total of six targets here so load a few rounds to relieve them of their pain. There's a Green Herb right next to the vending machines. If you didn't get enough from the outside stairway go ahead and grab it. Otherwise, continue your trek into the terrifying unknown.



Upon entering this room, you'll be immediately mobbed by a number of adoring zombies... adoring your flesh.



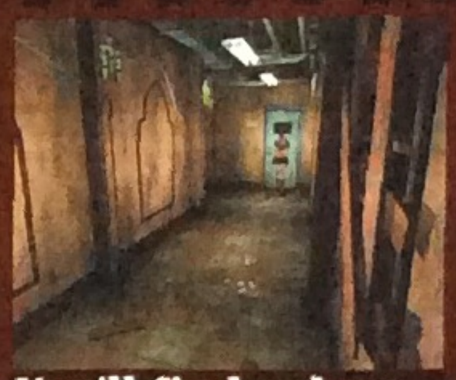
Remember to save your ammo. Take enough out so you'll be able to run around whoever else staggers into view.



If you need to, grab the Green Herb in this room, otherwise go down the hall to a door and enter through.



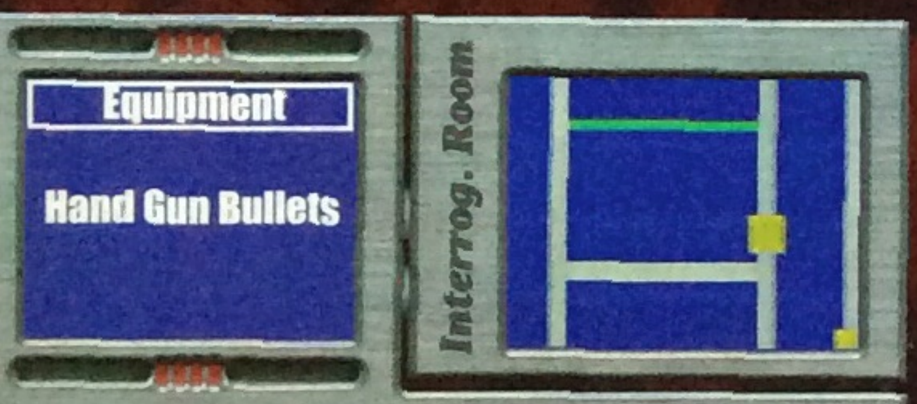
Entering this hallway, you'll notice a strange thing... no zombies? Hmm... continue down the hall.



You'll find a door which is locked. Don't fret... turn left and you'll find other doors to enter.



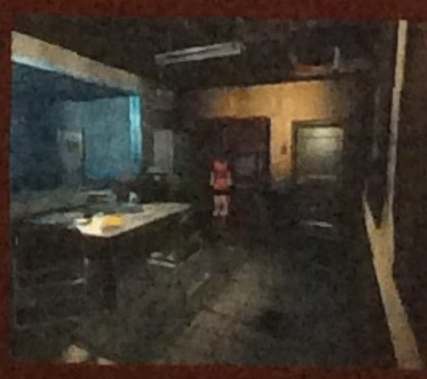
The green door at the end of the hallway can't be opened yet, Grab the Red Herb, and enter the door directly across.



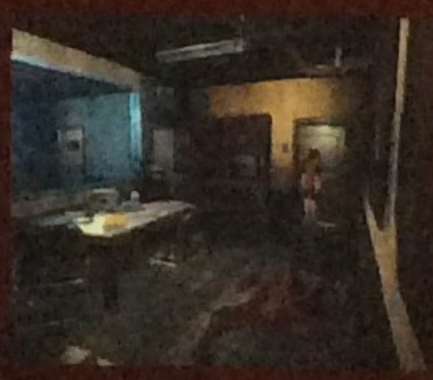
There's nobody here to harass in the interrogation room, but there is a little nasty Licker right above that might want to rustle you up a bit. Unless you feel the need for rough tongue scraping, walk carefully to the bookshelf, as not to rouse your heavily-breathing friend. On the bookshelf, lies a box of ammo for the taking. There's nothing else of interest here (besides Mr. Ambush on the ceiling), so exit before the Licker notices you.



Entering this room, take note that the large spot in the middle of the room is not a hole in the ground, but a shadow.



Don't disturb the Licker from it's slumber... walk carefully to the bookshelf where a box of ammo lies, and grab it with haste.



There's nothing else for you to take other than your time in getting out of this room. As before, leave the licker alone here.

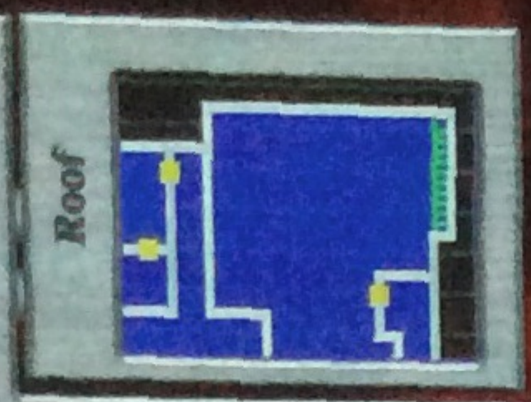
R.P.D 2nd Flr.

Survival Horror Tactics

Going back and forth between both floors gets kind of trying, doesn't it? Well, you'll find it necessary in many places where you have to enable a key switch to open up a new area... and other delightful nasties.







From the interrogation room, go back up to the second floor and make sure to bring the valve handle. Here, go to the water valve system, right next to the burning chopper.
Guess what you're going to do?





When you get back to the water valve system, select the Valve Handle. *Claire* will begin to turn the handle...

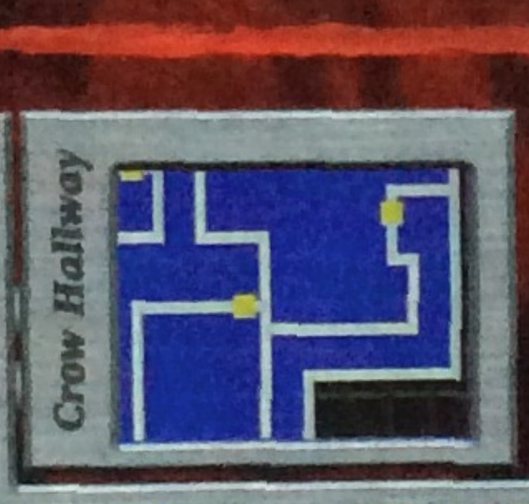


...which opens up the water supply above, dousing the flames of the burnt chopper. All the flames will be extinguished.



With the fire out, check the inner cockpit for some Acid Rounds before you proceed back into the crow hallway.





As soon as you come back in the hallway of crows, something's not right. All of a sudden, the ceiling crumbles, blocking off the door you've just entered. If you think there's a trap coming, you'll gain a greater suspicion when you hear heavy footsteps scraping on the broken glass that lines the hallway. Don't think too long... your new adversary won't pause in thought for a minute about smashing you into a bloody mess. You can kill him easily with the Grenade Launcher (4-5 shots). If you do, makes sure to search his inactive body for items. Continue to the hallway with the flaming chopper, only to discover that the flames from the chopper are extinguished, granting access to the far right door down the hall.



Entering back into the hallway, you know something is awry when the ceiling comes down, sealing the door of your entrance.



As you turn the corner, you see something big coming towards you. Definitely not one of the survivors...



You can choose to run from him, or kill him (Grenade Launcher style). If you do kill him, make sure to search him.



Whether you beat him or not, run back into the hallway of the chopper cockpit.



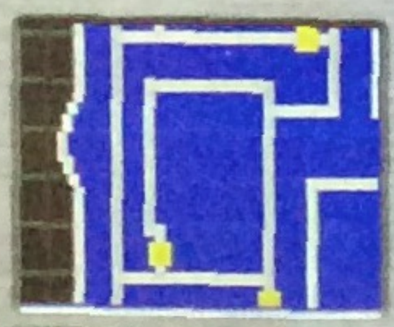
You'll notice that the flames from the wreck are gone, allowing you access to the room at the far right.



You'll hear a girl's scream as you walk to the door. Maybe they're playing *Resident Evil 2* as well...

Equipment

Blue Key Card



Art pieces surround the area, as a ceiling high window adds dynamic lighting. In any case, there's a Blue Key Card at the end of the room, defined by a shining demeanor. But don't look now, as soon as you grab it and try to exit the room, a Licker drops down from the ceiling. You may choose to run, but since you'll be here later, go ahead and waste him now.



Entering the art room, you'll notice a lot of valuables in this room. None catch your eye or are important to you...



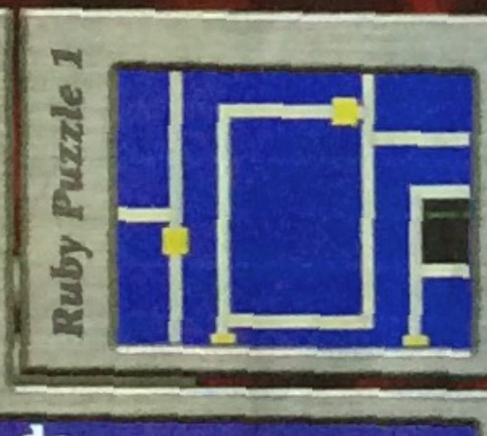
...except the Blue Key card which will give you access to the west-side of the station. Take it and prepare to leave...



...only to have your trip back to the Main Lobby crashed by a Licker. Go ahead and take him out... you'll be back here later.

Equipment

Half of Blue Tablet



Whenever you do get both rubies, you'll be using them here to solve this puzzle. Once you have obtained both of the gleaming gems, come back to the art storage room. Go to the sides of the main statue where you'll find two smaller monuments with a roundish slot in each. Yep, you place one ruby for each slot, which will open the chest of the statue, revealing half of the Blue tablet.

Required



Ruby



The chained up warrior monument holds a key to your further progress in the game. Appease him with offerings.



Go to the sides of the warrior statue, where you'll find a smaller sculpture. In the circular slots...



Place a red gem in the sculpture. Do the same for the other side of the Trojan memorial. Once you do, you'll hear a rumbling...



...as the chestplates of statue bloom open, you'll receive half of the Blue Tablet which will enable further descendings into the dark abyss.

R.P.D 1st Flr.

Survival Horror Tactics

With the Blue Key card, you'll be able to unlock all the doors in visible sight within the Main Lobby. Take the Blue Key card, and access the Main Lobby computer. From here continue to the west part of the Station.

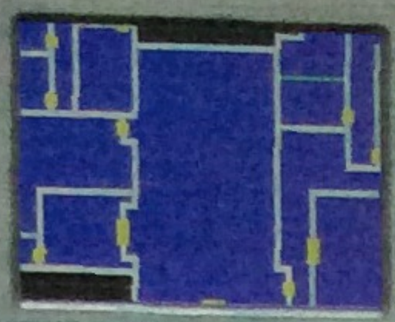
Claire



Equipment

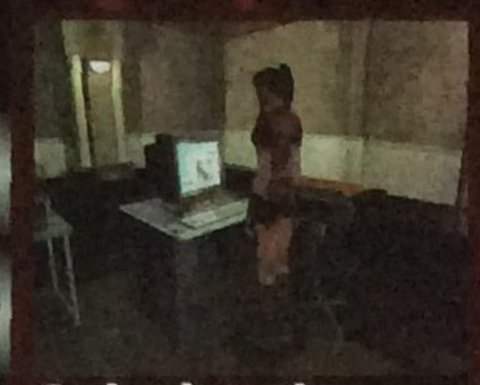
Nothing

Main Lobby



With the Blue Key card in hand, access the computer on the first floor main lobby and you'll be able to lock most of the doors on this level. Enter the double doors on the first floor where you'll encounter three more undead. There's a storage box as well as a Police Memo with the combo to the safe in the East Office.

200-5



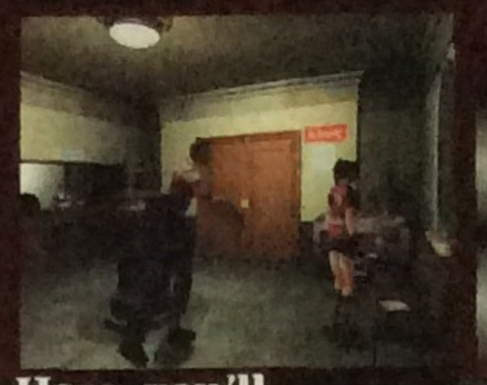
Go back to the lobby and access the computer to unlock the hall doors on the first and second floor.

GOLD 200-5



Once done, head to the double doors on the first floor. Do not head to the double doors on the second floor yet.

200-5



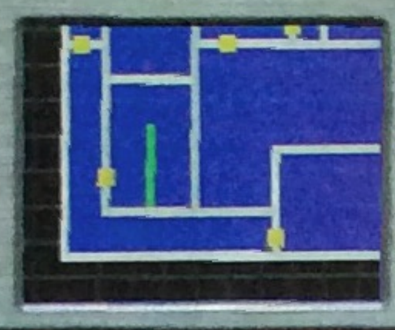
Here, you'll encounter "Team Shamble" in all their decaying glory. You'll also find the combination to the safe in the East Office here. Bait all three zombies, and continue westward.

Equipment

Hand Gun Bullets

Green Herb

1F-Hallway 1



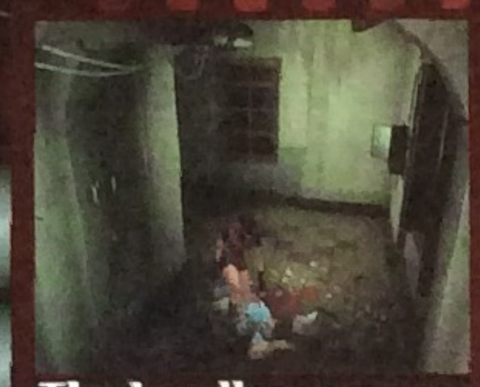
After ditching the triple undead knuckle-heads, go down the hallway where you'll find a headless corpse. Search the body for some bullets and head down, past the gray door to a Green Herb. Grab it and head back to the gray door.

Required



Spade Key

200-5



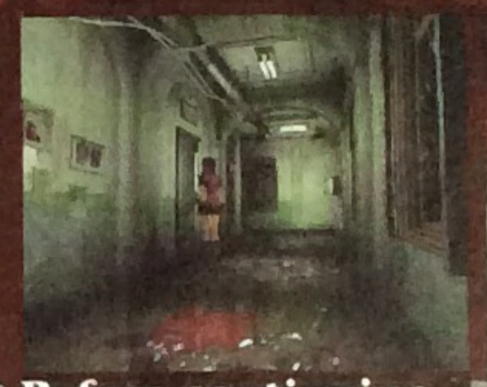
The headless corpse might be a small hint that you won't be encountering anything friendly too soon. Search the body for ammo.

GOLD 200-5



Head down the hall past the door, where a Green Herb is found. Take it; you'll need all the medicine Raccoon County has.

200-5



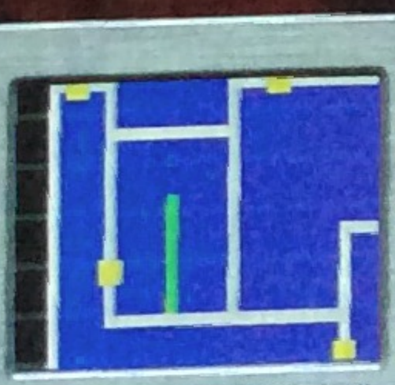
Before continuing to the end hall door, go back to the gray door you passed. You'll need the Spade Key to enter here.

Equipment

Lighter

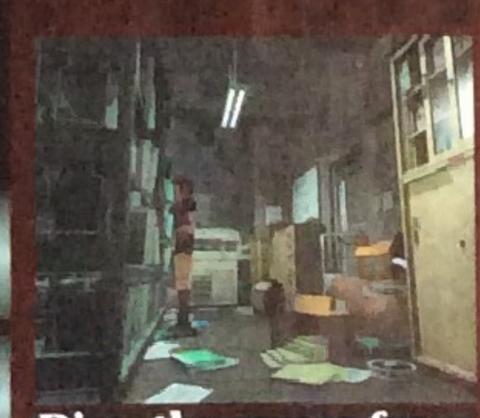
Ribbon

Storage Area 4



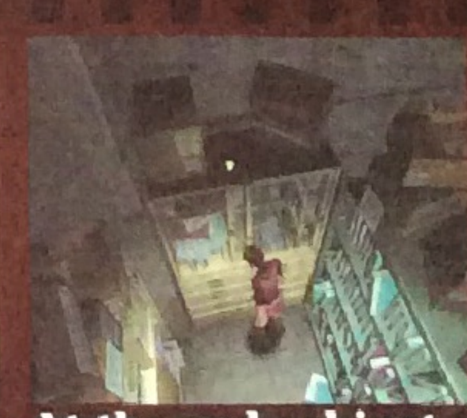
You enter a File Storage room, with papers littering the floor in every place possible. Go straight to find a Patrol Report across from the entrance. A cabinet to the side holds a Ribbon, while the Lighter is high upon the end cabinet. Push the step ladder in order to grab the Lighter.

200-5



Directly across from the door, is a patrol report describing the zombie menace attacking the city. The brown cabinet to the left holds a Ribbon.

GOLD 200-5



At the end cabinet, a Lighter is high on top of a cabinet. In order to grab this useful item, you'll need to get the step ladder...

200-5



...in this room, and push it against this cabinet. Climb up and grab it. Move back out of this room, to door at the end of the hallway.

Equipment

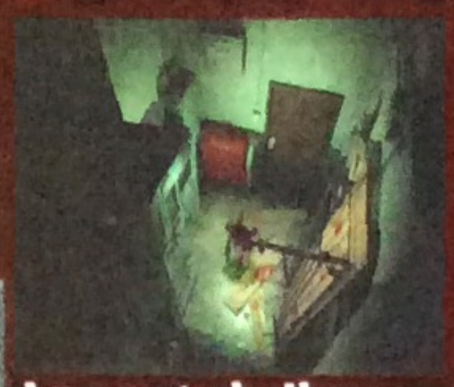
Nothing

1F-Hallway 2



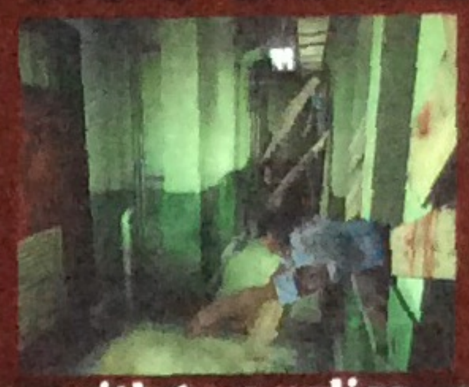
Entering this new area, you'll be treated with some surprises... namely the two zombie officers that launch out of the boarded-up windows like the Flying Garbonzo Brothers. Since it's such a narrow path, you can either run past them before they get up, or release some survival horror justice.

200-5



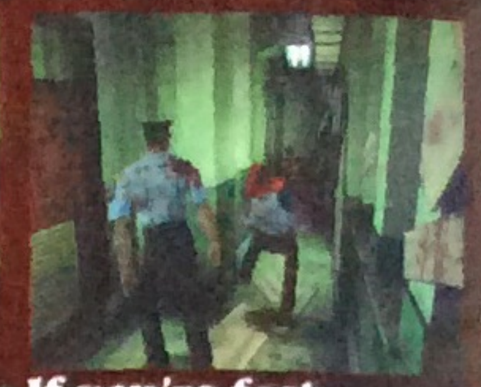
An empty hallway... pretty boring if you ask me. I guess that's why Capcom spiced it up...

GOLD 200-5



...with two police zombies flying out of the windows. Gosh, don't you love cardiac-arresting surprises?

200-5

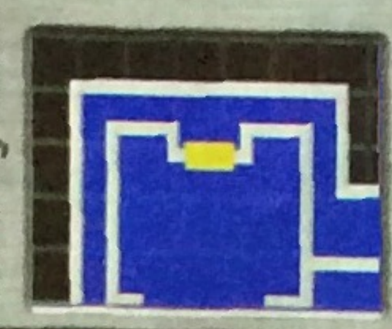


If you're fast enough, you can try to run by both before they get up. Otherwise, it's ready, aim, and fire.

Equipment

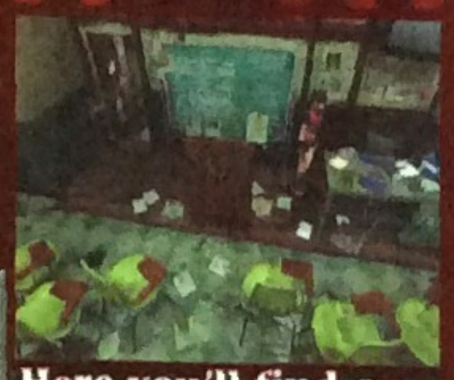
Nothing

Briefing Room



Enter the briefing room where you can easily tell that either the police are really sloppy, or an emergency came by. There's an operation report detailing an Arms Storage room, as well as a bio on the Licker monsters. Move into the back room through the door next to the chalkboard.

200-5



Here you'll find an Operation Report giving you much needed information about the Police Station.

GOLD 200-5



With nothing much here to find, enter the door next to the chalkboard to the back room.

200-5



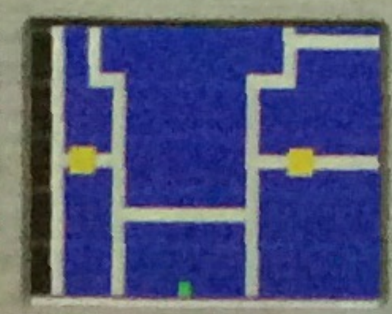
Here extra desks, statues, and a painting are found. Looks like nothing around here is of any use, right? Wrong...

Equipment

Hand Gun Bullets

Red Jewel

Back Room



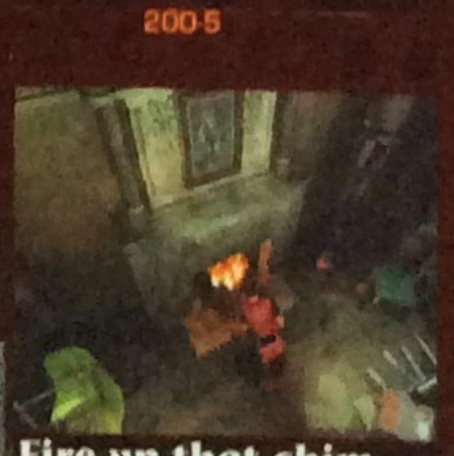
Examine the painting to get a hint on what to do next? Still stumped? Well, light the fireplace with the lighter for some warm thoughts, and a ruby. At the end of this room, you'll find some bullets, too.

Required



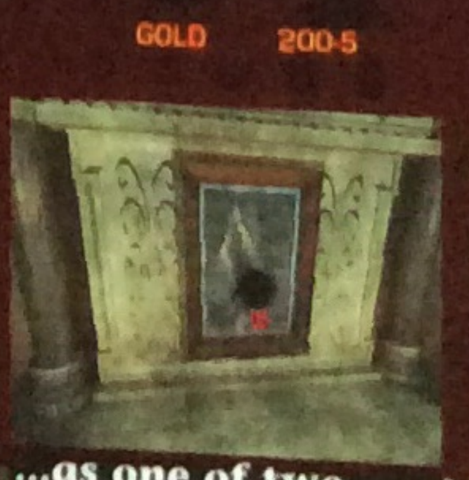
Lighter

200-5



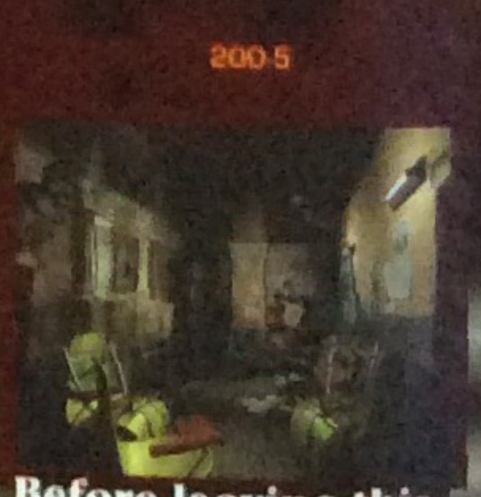
Fire up that chimney with the lighter to get things warmed up. When you do, the painting with start burning...

GOLD 200-5



...as one of two ruby gems with drop out. Take it as you'll need it to solve the Ruby puzzle in the Art Room on the second floor.

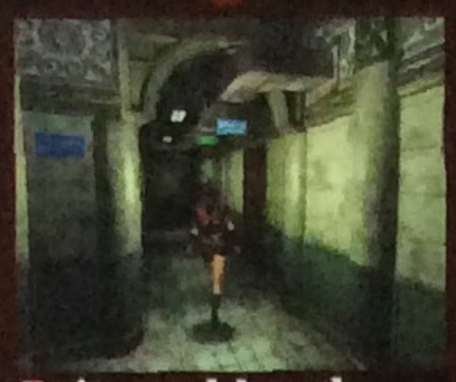
200-5



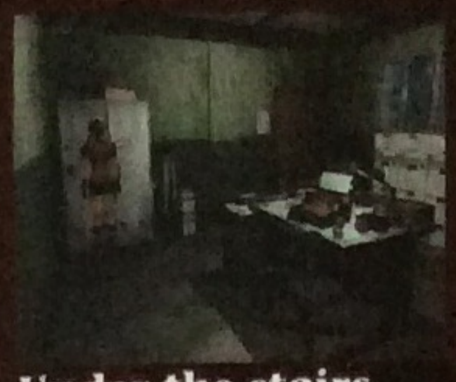
Before leaving this room, check the very back of this room where a box of bullets lies. Exit and keep continuing your journey.



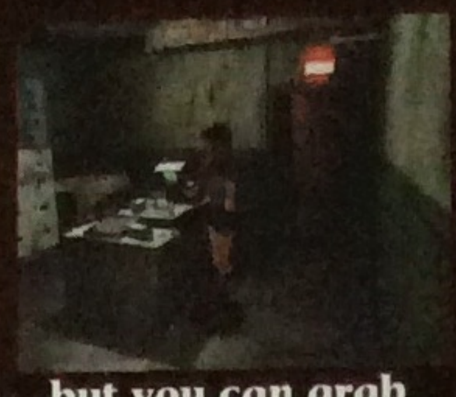
Exit the Briefing Room, and turn right down the new area. Here you'll find a door to pastures new where a set of stairs beckon you to be climbed. Don't ascend yet... go under the stairs where you'll find two Green Herbs and a door. Enter this door to the film room. A closet here remains locked needing a special key to open. Don't ignore the Ink Ribbon or placing new items in the storage box. In the back you'll find a Darkroom where any film you find can be developed.



Exit, and head towards the door at the end of the hallway. Here, you'll find stairs but don't go up yet.



Under the stairs are two Green Herbs and a door to this room. The closet won't open without a special key...



...but you can grab the ribbon off the desk. You can also store your newly found items in the storage box in the corner.



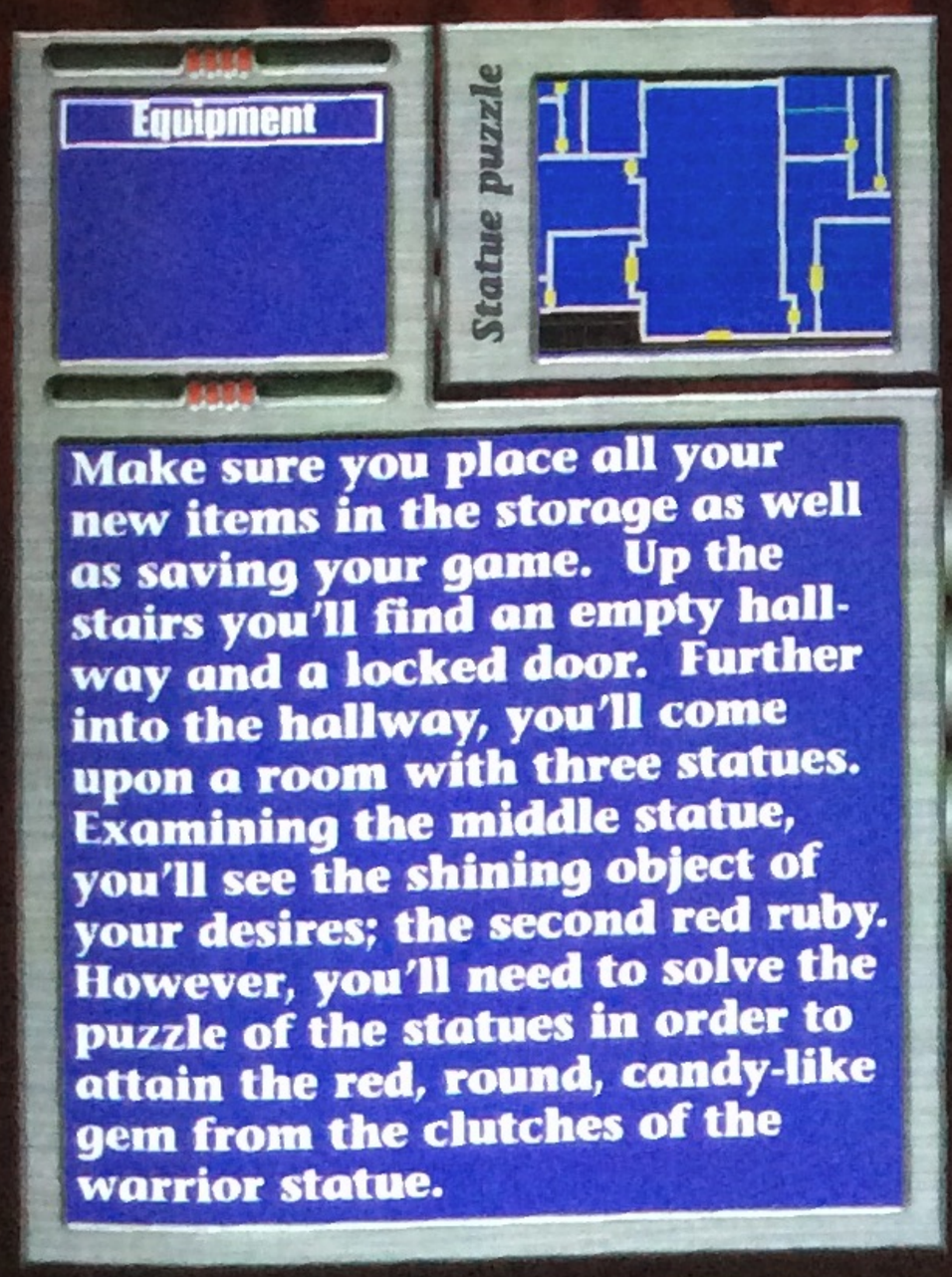
In the back is the actual Darkroom where you can develop photos. Exit this room (you might save first) and up the stairs we go.

R.P.D 2nd Flr.

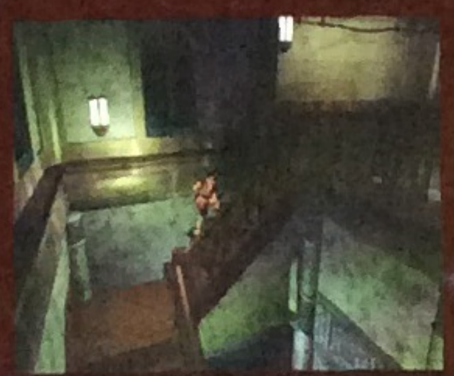
Survival Horror Tactics

Now in the west wing of the Police Station, move up to the second floor. Here you'll attain the second ruby, enabling you to solve the Ruby puzzle in the second floor art storage, and bump into an old acquaintance...





Make sure you place all your new items in the storage as well as saving your game. Up the stairs you'll find an empty hallway and a locked door. Further into the hallway, you'll come upon a room with three statues. Examining the middle statue, you'll see the shining object of your desires; the second red ruby. However, you'll need to solve the puzzle of the statues in order to attain the red, round, candy-like gem from the clutches of the warrior statue.



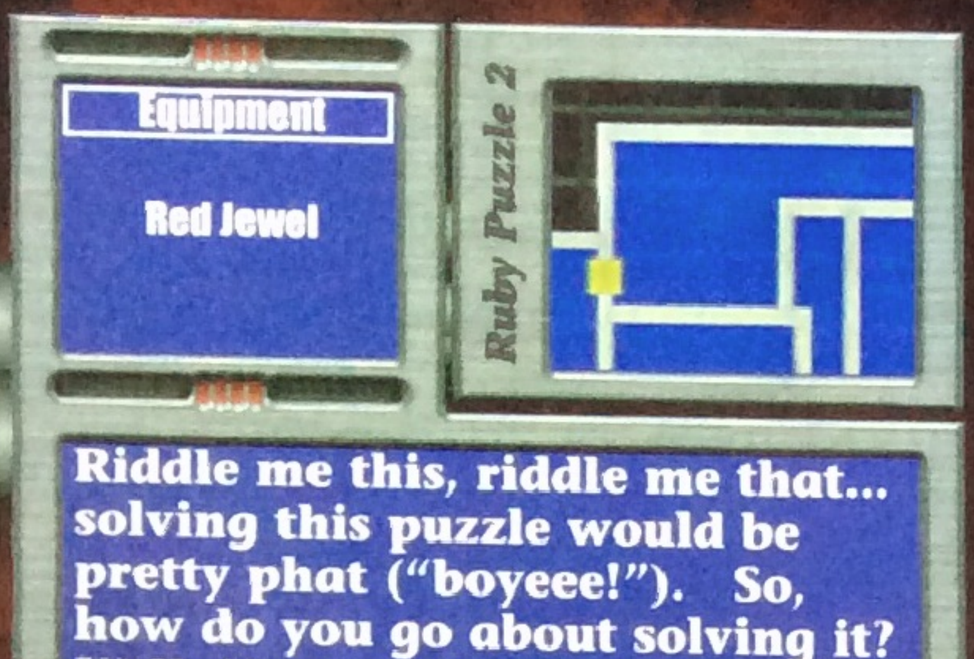
Proceed up the stairs, taking care to leisurely check your surroundings for signs of decaying flesh and shuffling sounds...



Disappointed that you haven't shot at anything in awhile? Don't be; this is your breather. Continue down the hall.

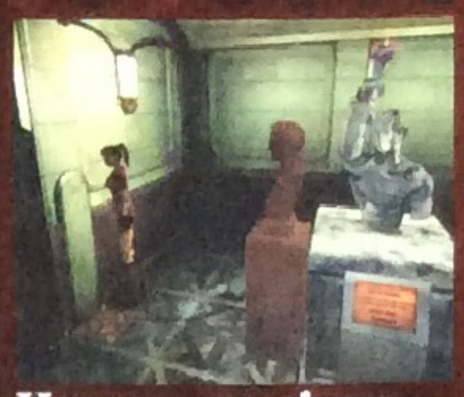


At the end is a door that is locked. At the end of the hall, you come upon the second ruby in the hands of a statue.



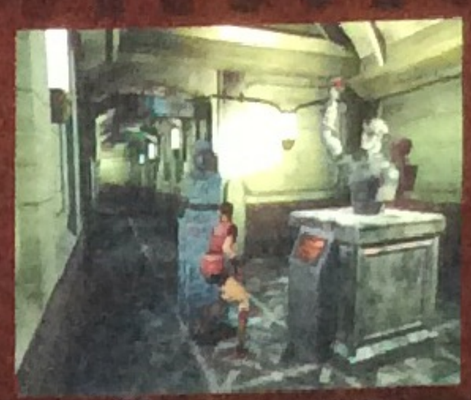
Riddle me this, riddle me that... solving this puzzle would be pretty phat ("boyeee!"). So, how do you go about solving it? Well, if you examine the walls of this room, you'll see two markers of comparable height to the two smaller statues. Also, the floor panels next to these markers are different from the rest. So, what to do? Push the smaller statues, both facing each other, to each marker (gray to the left, brown to the right). Doing this will grant you the Red Jewel, allowing you to finish the puzzle in the second floor art room. Once you do, return here through the door.

200-5



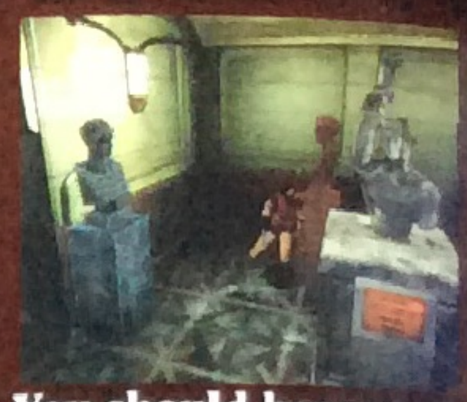
Hmm... a unique panel on the wall... about as tall as that statue. And an adjacent floor panel that's different as well...

GOLD 200-5



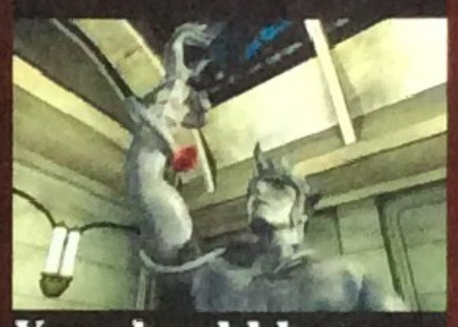
...well, stop wondering. Push the gray statue towards the panel on the left.

200-5



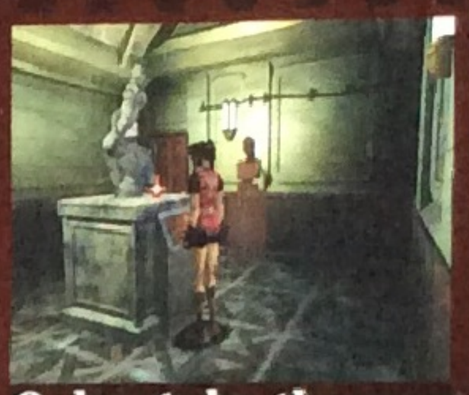
You should hear a "click" sound when the statue is properly placed. Now, continue your moving duties with the brown statue.

200-5

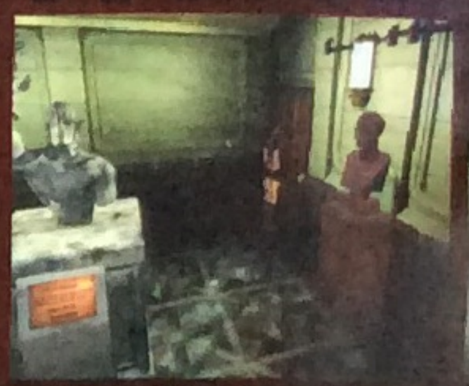


You should hear the same mechanical sound confirming correct alignment. With both statues in place, the gem will drop.

GOLD 200-5



Ooh... take the big, red, candy-like gem into your possession. From here you can complete the ruby puzzle in the second floor art storage room...

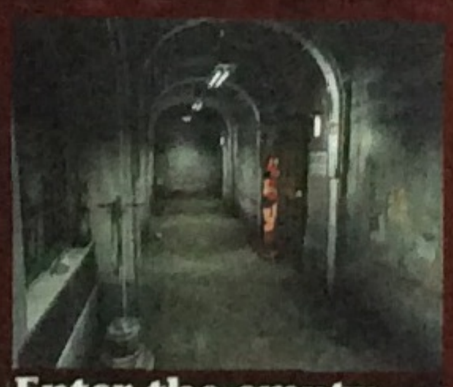


...or you can resume your trip through the door to the left of the brown statue. In any case, you're going to have to come back here.



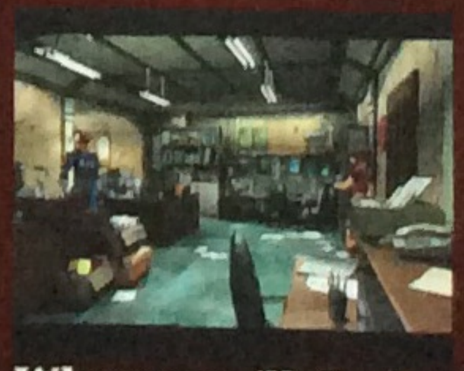
Proceeding from the ruby statue room, you'll find an empty hallway where you'll find a door with the sign "S.T.A.R.S." on it. Could your brother, Chris, be inside? Nope, sorry... but you do get Leon as a consolation prize. After a brief conversation with your newly-found friend, he'll give you Chris' Diary, which goes into some detail about his whereabouts. In any case, you both agree that it's unnecessary to stay here any longer, so Leon gives you a radio to keep in contact with him at certain key points in the game.

200-5



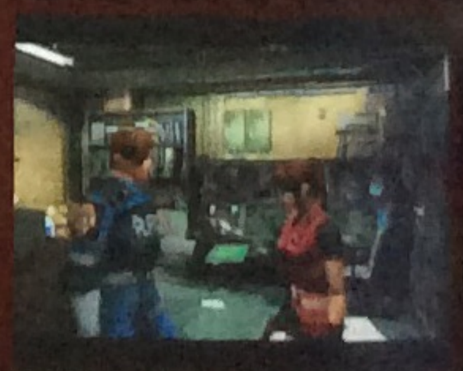
Enter the empty hallway, where you'll find a door marked S.T.A.R.S. It's unlocked so proceed inside...

GOLD 200-5



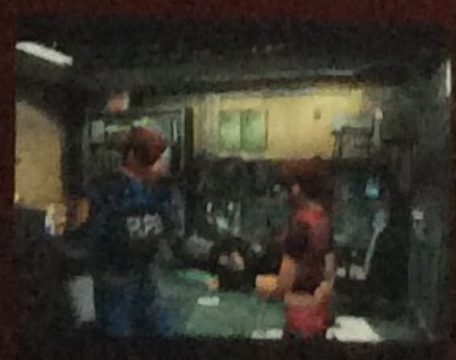
Where you'll find Leon. Rookie cop. Man about town. And ace zombie disposer.

200-5



After a brief conversation, Leon will give you Chris' Diary, which gives you an idea of what's going on.

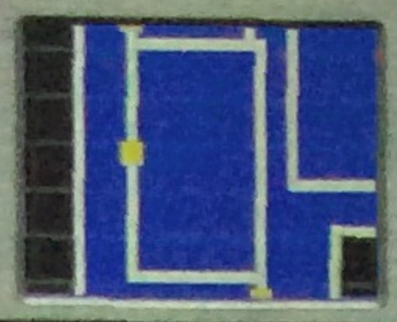
GOLD 200-5



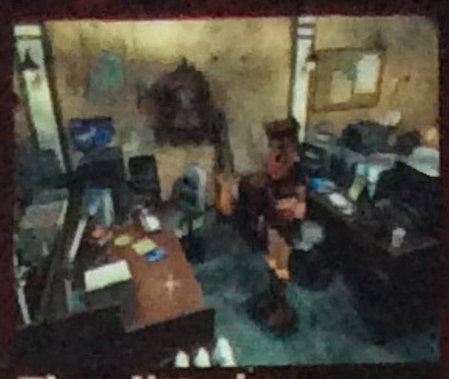
After examining the diary, Leon will also give you a radio to keep in contact during certain times in the game.

Equipment
Bow Gun
Diamond Key

S.T.A.R.S. Room



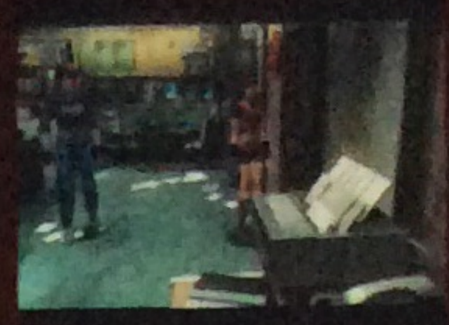
After talking with Leon, start searching the room. When done, if you leave the room, a fax from the Federal Police Department will transmit through. Take that and when you exit, a zombie will be outside chasing a little girl. Cruel as it may be, leave her and go back downstairs. She'll be fine... for now.



The glittering object on the desk is the Diamond key. You'll be able to access more of the lower rooms with this key.



What lurks in this cold metallic cabinet? Why, it's the remarkable Bow Gun, capable of shooting three bolts per shot.



Pick up the fax before you leave. Outside, you'll see a zombie chase a girl. Don't follow her... instead, head back downstairs.

R.P.D 1st Flr.

Survival Horror Tactics

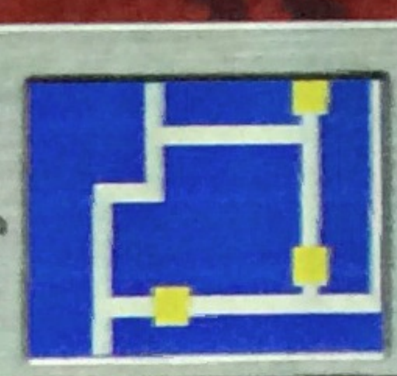
Okay...don't think it's inhuman to allow a little girl be so unprotected. She'll be fine... and this gives you time to find a way to get out of this horrible hellhole. Go back downstairs where you'll find some handy items...

Claire



Equipment
Plastic Bomb
Bow Gun Bolts
Film B

Filing Room

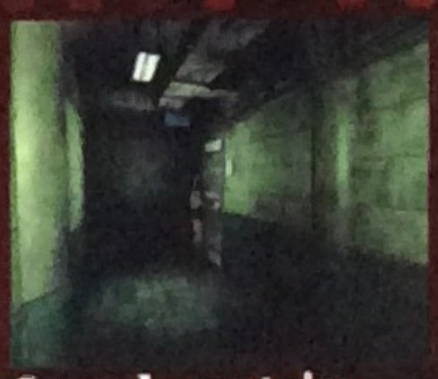


Going back downstairs, you might want to go the film/storage room to store your new items. Open the door down the end of the hall with the Diamond key. Here, you'll find a Plastic Bomb, Bow Gun Bolts, and some film, which you can develop in the film/storage room.

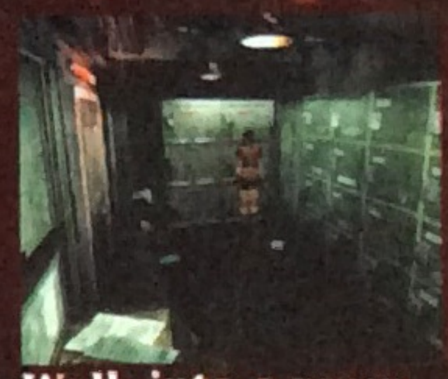
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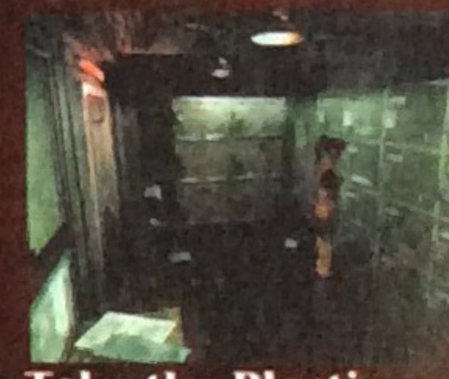
Diamond Key



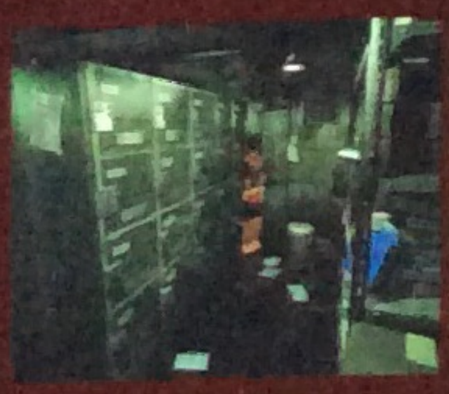
Once downstairs, head to end of the hall where you can unlock this door with the Diamond Key.



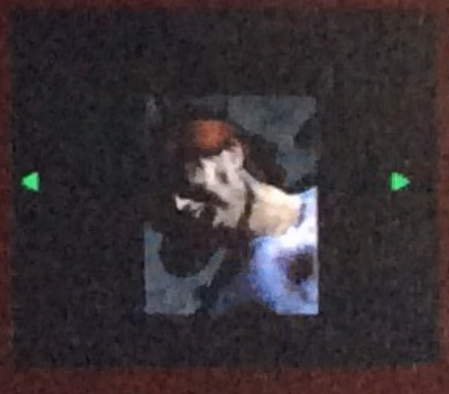
Walk into a room-ful of filing cabinets. Too bad only a few have something in them. Here, the Plastic Bomb can be found.



Take the Plastic Bomb for later use, and check out the rest of the drawers. Bow Gun Bolts can be found here.



Examine all the drawers, so it is very easy to miss all the items. Film B can be found in one of these drawers...



It reveals pleasant photos of decomposing humans that have been bitten by zombies. Leave this room through the other door, to the left of where you found the Plastic Bomb.

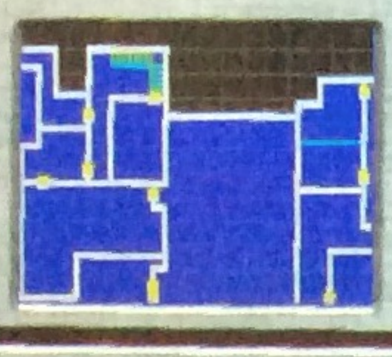
R.P.D 2nd Flr.

Survival Horror Tactics

Yes, you have to go up to the second floor, but quit your whining. You're going to get to play with some fireworks very soon. You'll also meet some new people, some friendly, some not so friendly.

Equipment
Detonator
Green Herb
Serpent Stone
First Aid Spray

West Office

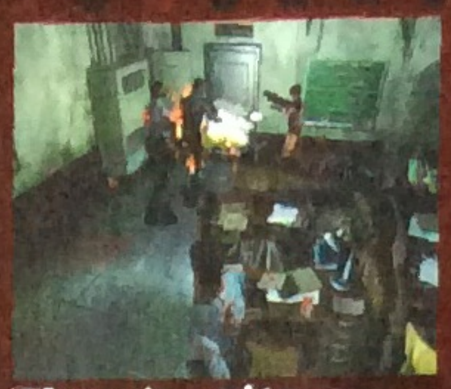


Exiting the filing room, you'll happen upon a messy office; of course, zombies aren't the cleanest folk. Blow a couple up to make room to run around. In this room, you'll find a note to Leon, as well as the Detonator which will enable use of the Plastic bomb. Don't forget to check the lockers for hand gun ammo. Now, go back to the old interrogation room, and use the Diamond key to open the opposite side. You'll find the Serpent Stone, First Aid spray, and a nice surprise.

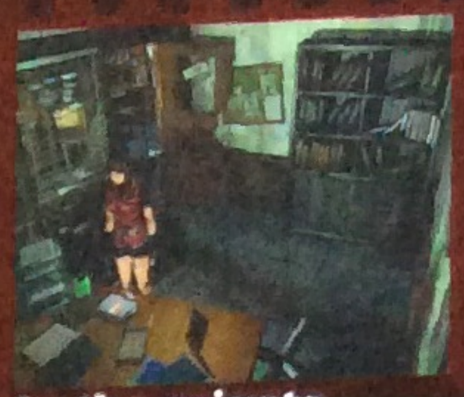
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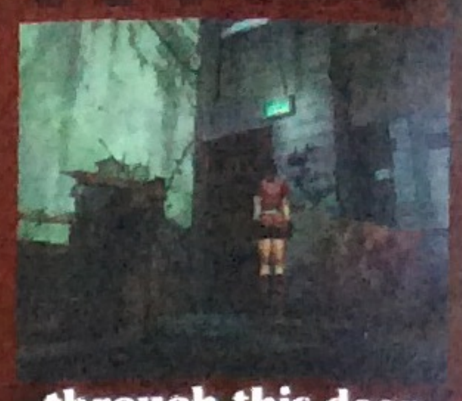
Diamond Key



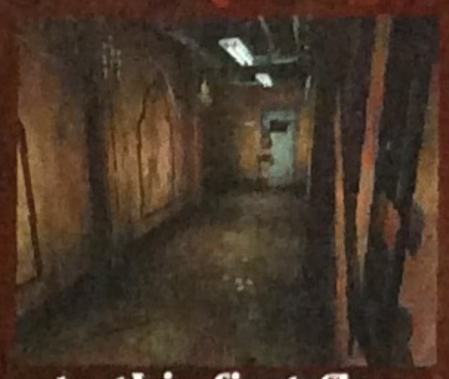
There's quite a crowd of zombies here, so take down a couple to get some elbow room for running.



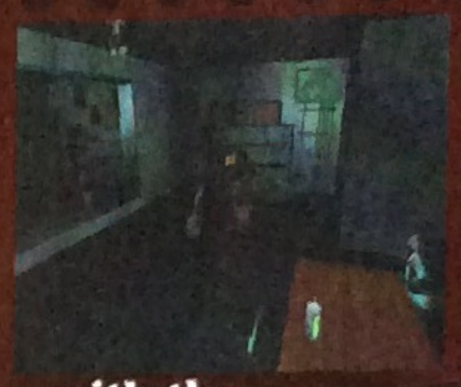
In the private office, grab the Detonator. There isn't anything else here so exit...



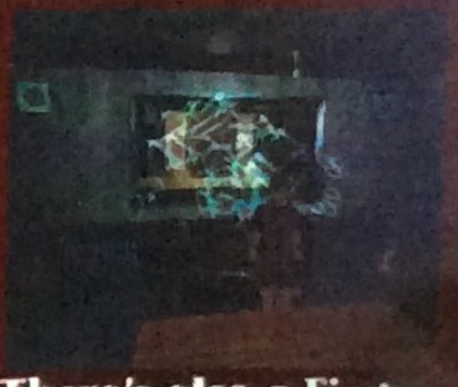
...through this door back into the Main Lobby. From here, you can store all you newly received items in a storage box. Then, go back...



...to this first floor hallway. Remember the interrogation room with a magic mirror? Well, now...



...with the Diamond Key in hand, you'll be able to go to the other side and grab the Serpent Stone.



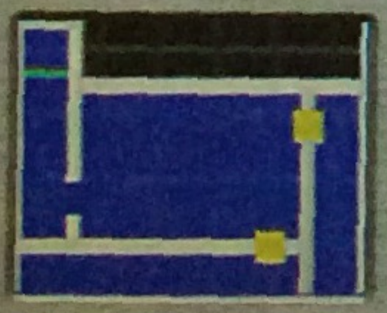
There's also a First Aid spray here, but a Licker will come crashing through the magic mirror. You don't have to kill, so just run out of here.

Claire



Equipment
Nothing

Chief's Office

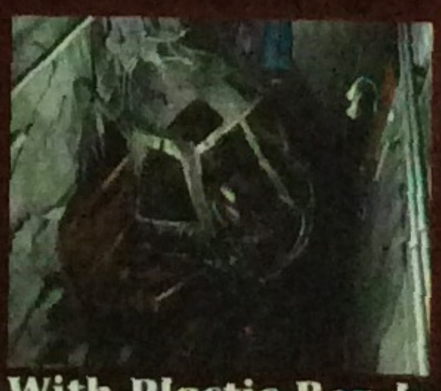


Combine the Plastic Bomb and Detonator, and set it off in the hallway with the chopper. You'll find a hallway where you'll meet a the Chief of Police, who has a few loose marbles...

Required



Bomb&Detanator



With Plastic Bomb and Detonator combined, set it on the door, right next to the chopper. You'll find a hallway...



...which leads to the private office of Chief Irons. He'll go on about some spiel regarding the Mayor's daughter, killing zombie,...



...and taxidermy. Well, leave his incessant ramblings by proceeding through the door to the far right.

Equipment

Hand Gun Bullets
Chief's Sec. Dairy B
Heart Key
Chief's Diary



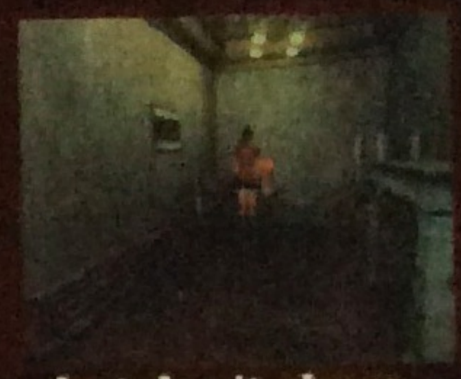
Exiting the room of Chief Irons' disturbing banter, you'll find a long hallway, highlighted by the stuffed Tiger. You'll be lead to the Chief's private art showcase, where you'll hear footsteps. Exploring this room, you'll find a darkened back room. Hit the light switch and you'll meet Sherry, a young innocent girl. After a small dialogue, she'll run off. You won't catch her, so grab the ammo from the box, and the Chief's Secretary Diary B. Exit back to the Chief's office to find him missing, replaced by a Heart Key and a diary or his ramblings.



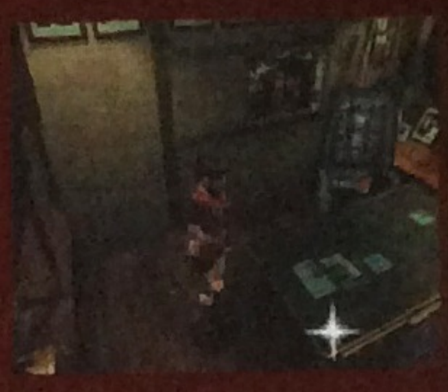
When you reach the dark back room, hit the switch for some lighting. Take a step or two to the end of the room...



...where a little girl will run out of here. After talking, you'll find out her name is Sherry. She run out after hearing noises...



...but don't chase after her. Get the ammo in this box here, and the Diary located near the end of this back room.



When you return to the Chief's office, you'll find him missing, but a Heart Key for your taking. Also, take the Chief's Diary. This is one odd fellow.

R.P.D 1st Flr.

Survival Horror Tactics

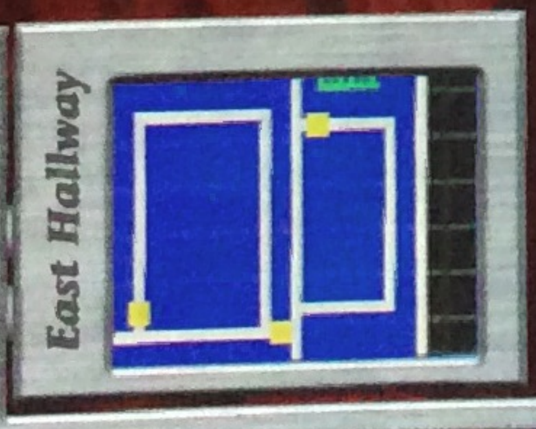
With the Heart Key, you'll be able to access the basement of the Police Station, where an Arms Storage Room is located. Needing more firepower and a way out of here, you head towards your new location.

Claire



Equipment

Acid Rounds

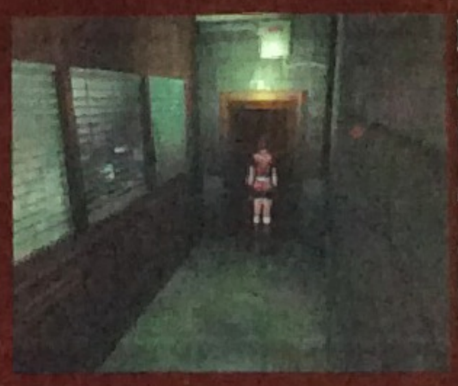


From the Chief's Office, it would be a good idea to save your game and store items. Take the outside stairs to the first floor and enter the East Office. There, don't go into the main area, but to the door that you need the Heart Key to open. In this hall, you'll find a canine that's not man's best friend. There's stairs at the end of the hall, as well as a door. You can't open the door, but before going down the stairs, get the Acid Rounds under the rack across from the door.

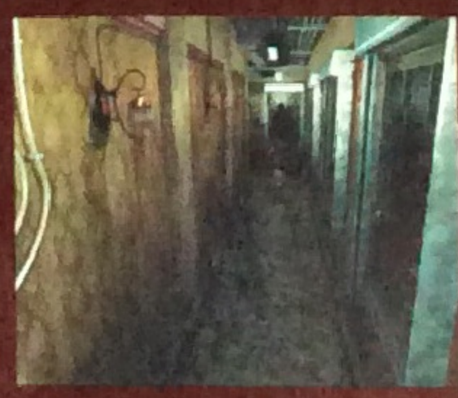
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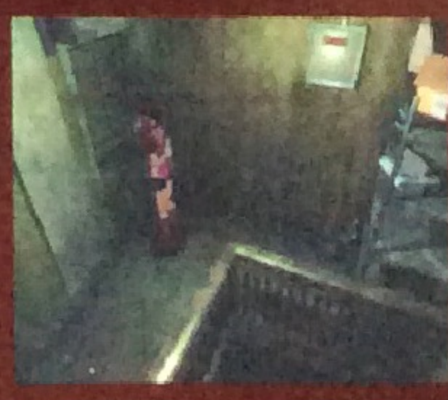
Heart Key



It's best to take the outside stairs to the East Office, to avoid any unnecessary delays. Use the Heart Key to open this door.



When you enter this hallway, a dog will jump at you, and try to bite your throat. You could run past it down the hallway, but it's easier to kill it.



You'll come to some stairs and a door. The door is locked so proceed down to the basement. There's an acid round cleverly hidden under the rack, so pick it up.

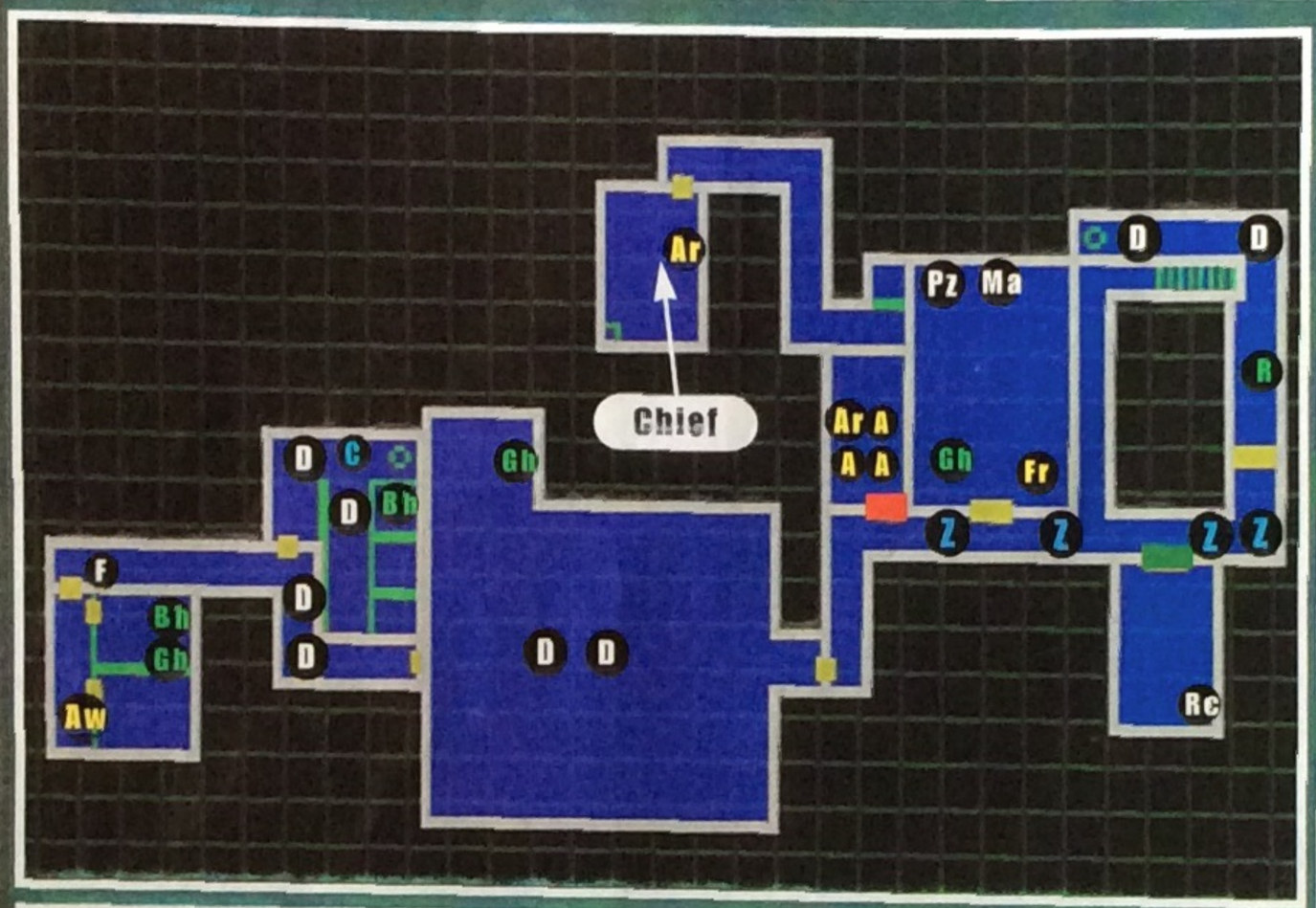
R.P.D. Basement

Survival Horror Tactics



Going below the Police Station's foundation, you'll find new rooms, weapons, and a couple of surprises (don't you love them?) in the basement area. Make sure to store items at your nearest storage box.

R.P.D. Basement



Key

D •Dog
Z •Zombie
•Club Key Door
Pz •Puzzle
Ma •Map
•Red Card Key Door

Items Key


Rc x1 — Red Card Key


F x1 — Film


R x1 — Red Herb


A x3 — Hand Gun Bullets


Bh x2 — Blue Herb


C x1 — Crank


Gh x3 — Green Herb

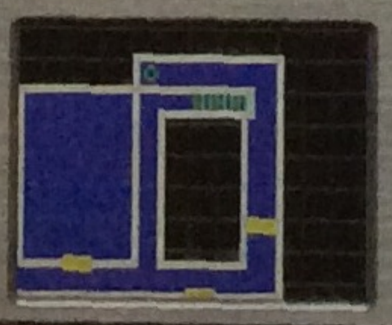

Ar x2 — Acid Rounds


Aw x1 — Arrows


Fr x1 — Fire Rounds

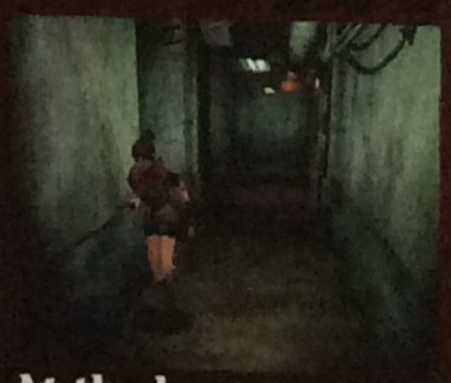
Equipment

Green Herb
Flame Rounds
Red Herb



Entering the basement, first head right to the double-doored Power Room. There's a Green Herb, Flame Rounds (hidden under a table) and a map to the basement. Activate the generator and head back into hall towards the left. Rabid dogs will stop your trip down to the sewers.

200-5



At the basement, turn right to the Power Room. A Green Herb, Flame Rounds, and a map to the basement can be found.

GOLD 200-5



To power up the generator to the basement, select Up, Up, Down, Up, and Down. Once activated, exit this room.

200-5



Head to the Sewage Disposal; down the left end of the hall. Two dogs will attack, but shouldn't be too much of a threat.

Sewage Disposal

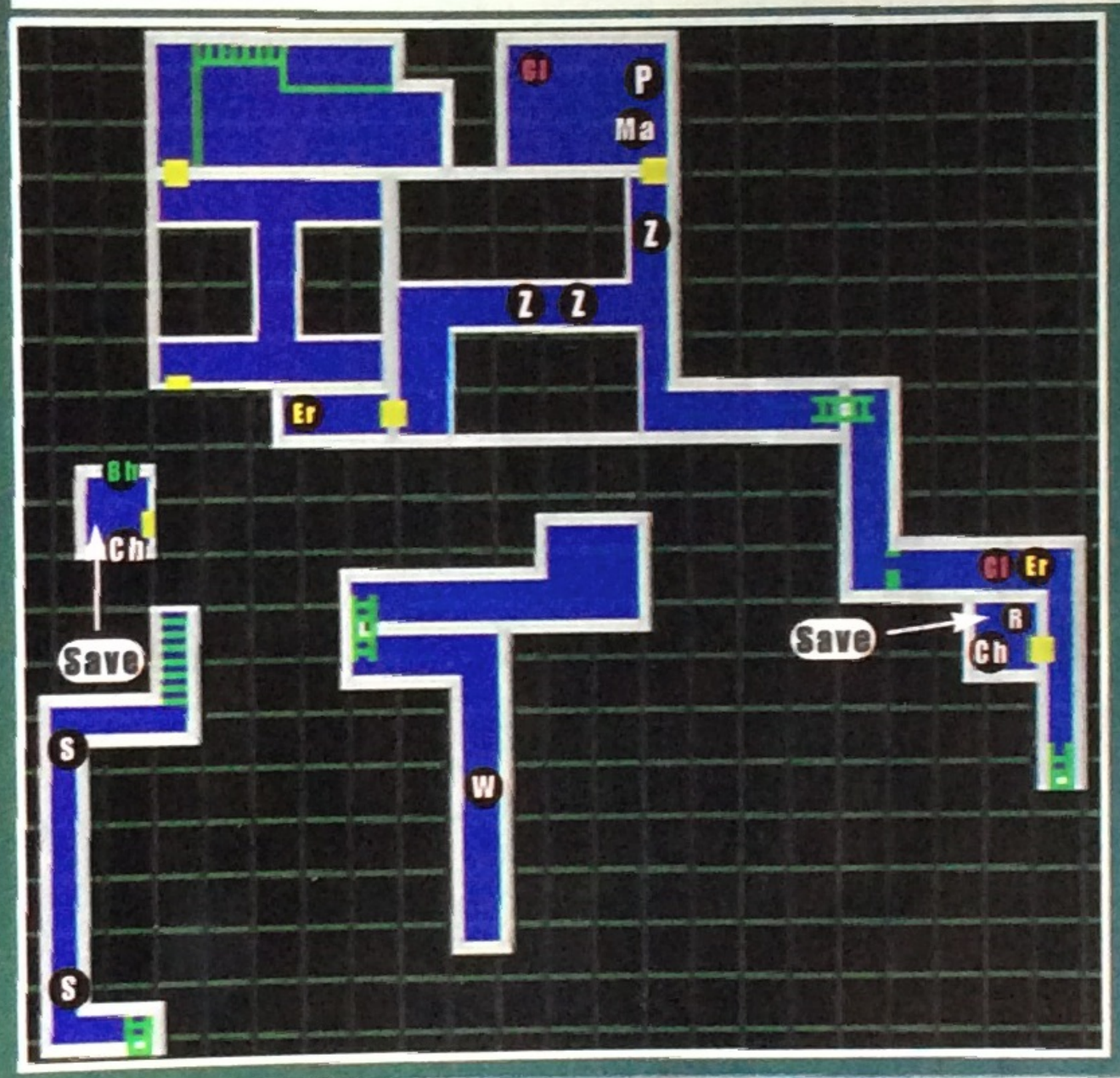
Survival Horror Tactics

Claire



Down to putrid aromas and germ-infested areas, the Sewage Disposal area is a small area. However, this zone also contains many useful items, and it is imperative to proceed through this defiled district.

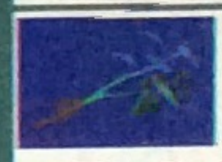
Sewage Disposal



Items Key



Cl x2 — Club Key



Bl x1 — Blue Herb



R x1 — Ribbon

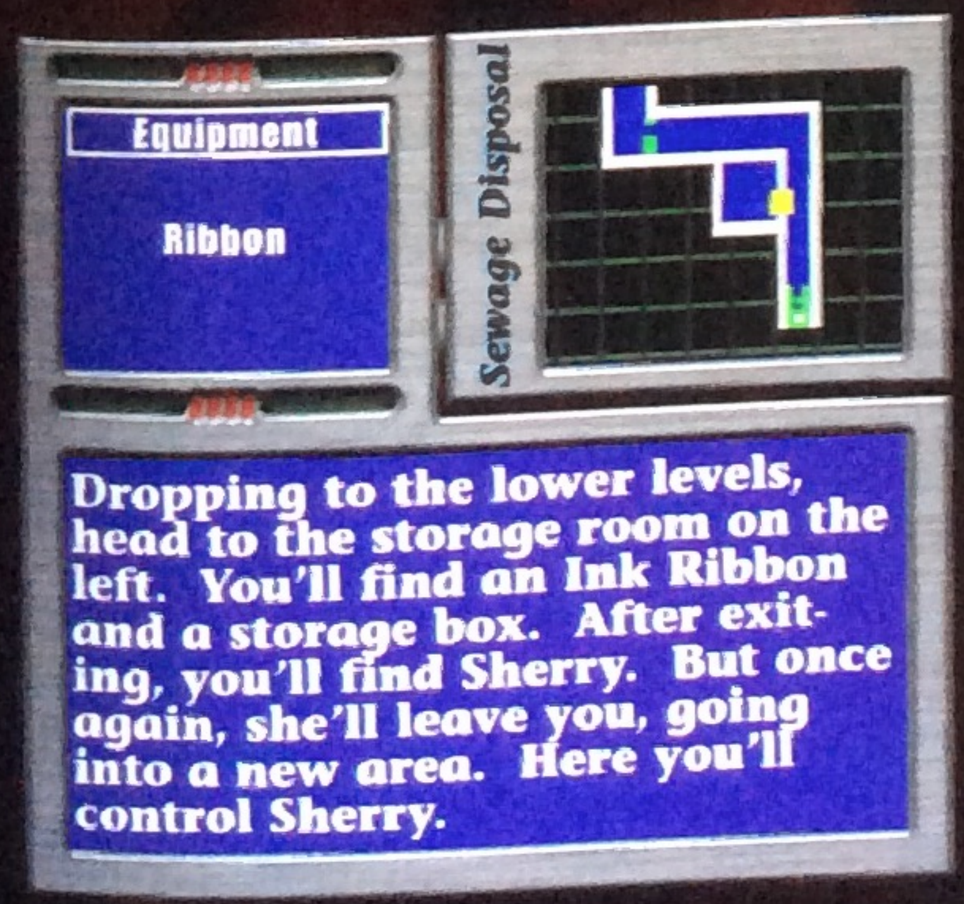


Er x2 — Exploding Rounds

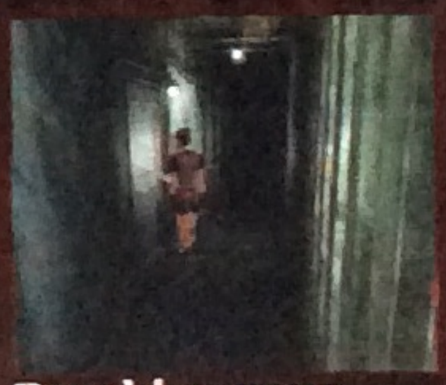
Key

- Z • Zombie
- P • Puzzle
- Ma • Map
- Ch • Chest
- W • William
- S • Spider

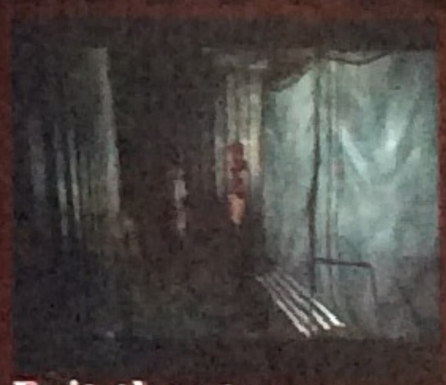
200-5 GOLD 200-5 200-5



Dropping to the lower levels, head to the storage room on the left. You'll find an Ink Ribbon and a storage box. After exiting, you'll find Sherry. But once again, she'll leave you, going into a new area. Here you'll control Sherry.



Reaching your new location, enter the door to the left into a storage room. An Ink Ribbon lies next to the typewriter.

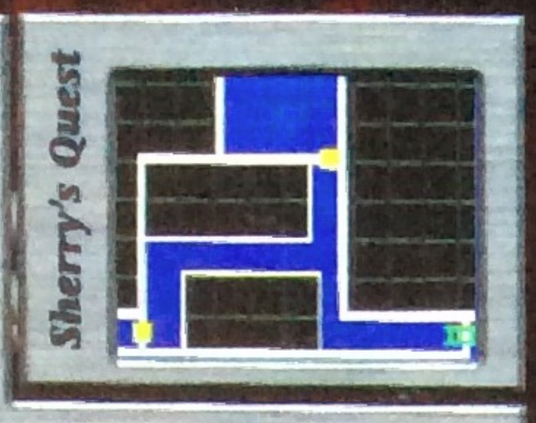


Exit the storage room, and you'll find Sherry. You'll talk to her about leaving, but she'll insist on finding her dad.

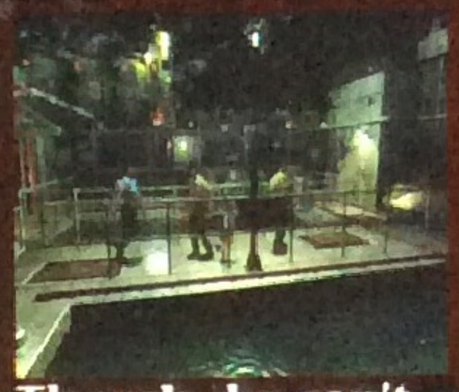


Sherry will then go through this hole in the fence, onto the other side of the area. You'll control Sherry from here, but know she has no weapons. Careful!

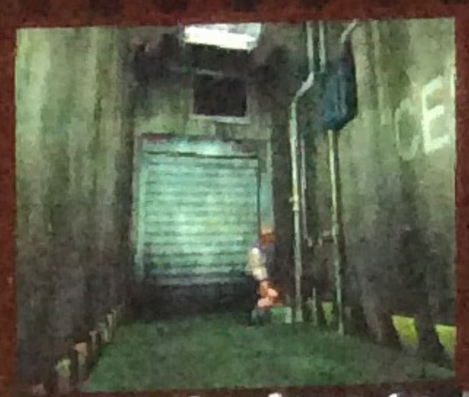
Equipment
Grenade Rounds
Club Key
Map



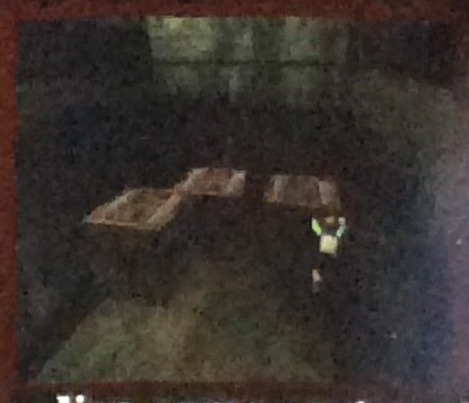
We'll, there nothing really that great about Sherry, other than the fact that since she's so small, zombies can't hit her... so, they have to puke on her... ain't that grand? Well, have Sherry go up the lift, and into the left path (minding zombies), and she'll find some Grenade Rounds. Then, proceed to the other room. Here you'll find some crates to push along to create a bridge. This will give you access to the Club key on the other side. Don't forget the map on the wall before leaving.



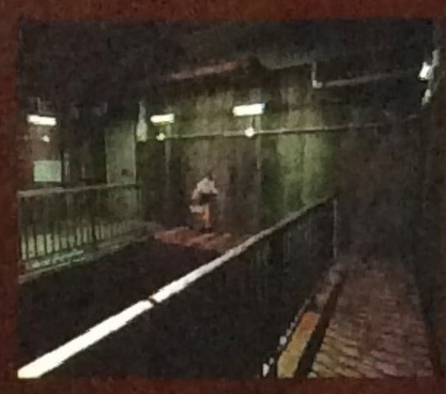
Though she can't gat any of these suckas, Sherry can easily dodge the zombies. Head towards this path...



...pass the door, to find some grenade rounds for Claire. Exit this room, and go down the other path to a second room. Here at the bottom...



...lies some crates. Push the first one you see into the right corner. Climb over the middle one and push it to the right. Then push the last one in.



Go back up and activate the panel. The crates will form a bridge where you'll cross to get the Club Key on the other side. Grab the map near the door and return back to the lift.

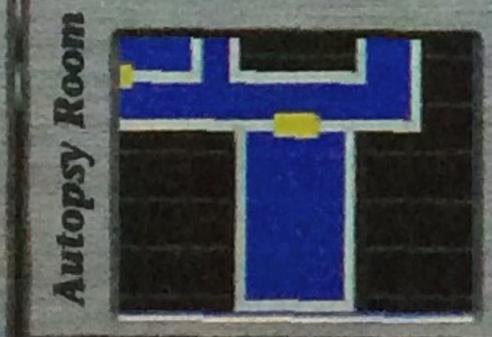
Rbasement

Survival Horror Tactics

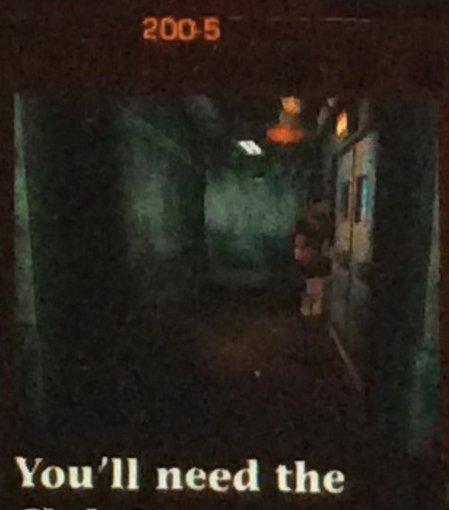
Sherry will return with her items, and once again, she'll take off on her own. Since you can't go anywhere here, go back to the Basement, where you'll be able to access more rooms with your fresh cache of items.



Equipment
Red Key Card



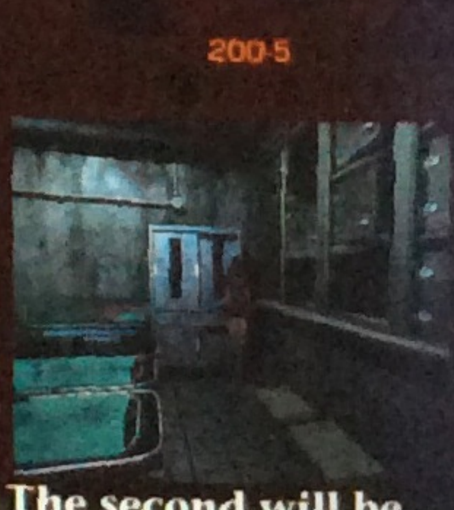
Entering the Autopsy Room, you'll find two Lickers that need a permanent postmortem. You'll need to get to the Red Key Card at the back of this room, so take both out, The Red Key Card will allow you access to the Arms Storage room on this level.



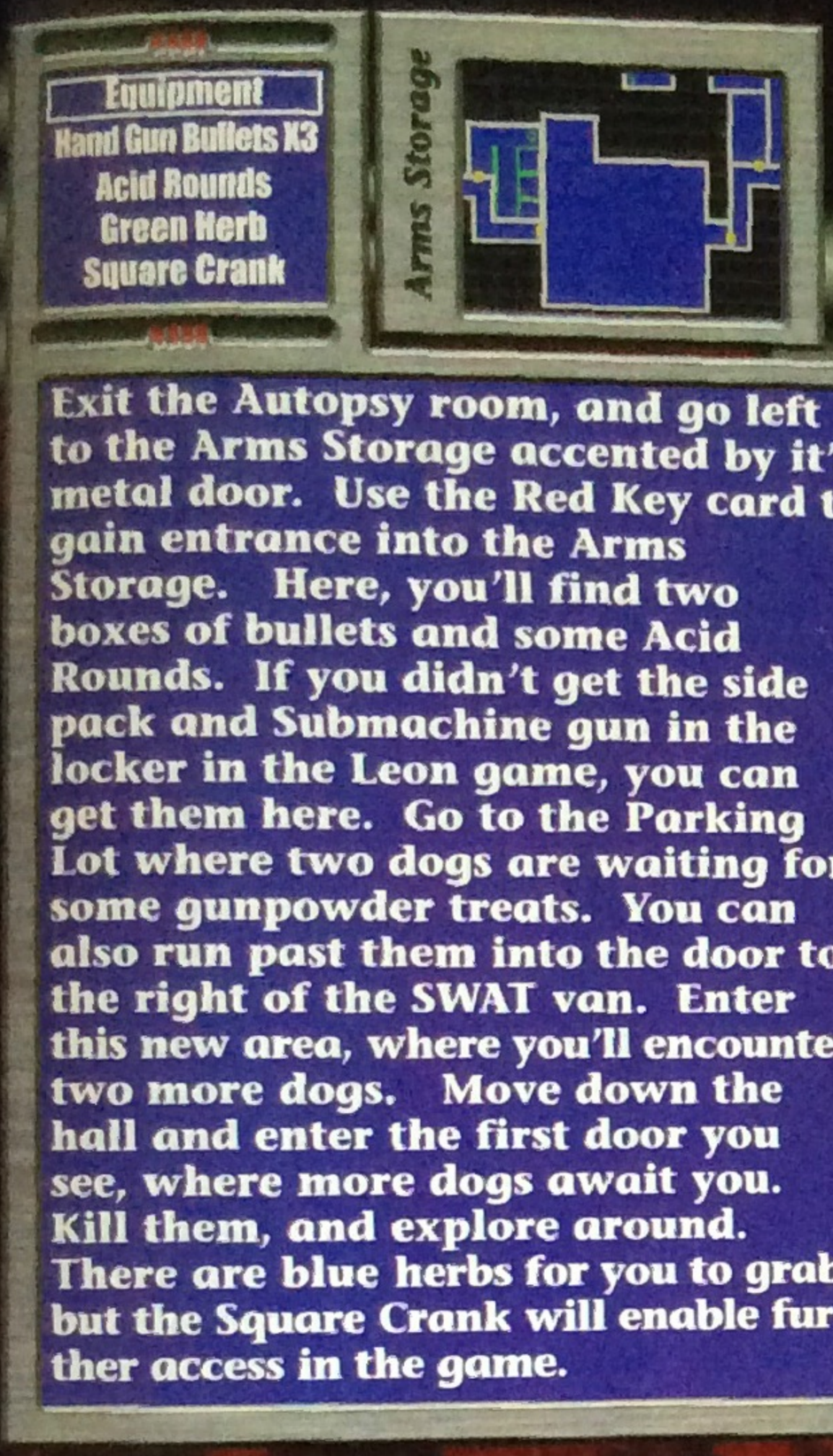
You'll need the Club Key to enter the Autopsy Room, so hopefully you didn't store it in a storage box.



The first Licker will drop from the ceiling. Two close range shots of the Bow Gun should do the trick.



The second will be near the back room. Run to it to prevent it from doing any lethal leaping attacks. The Red Key Card is located here.



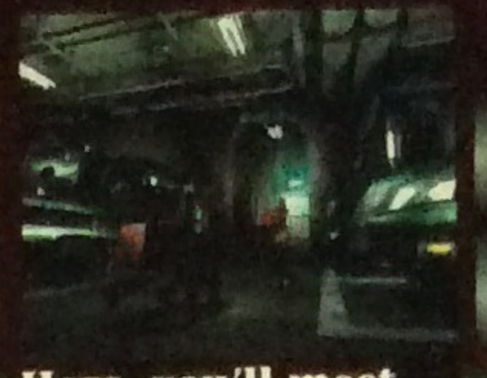
Exit the Autopsy room, and go left to the Arms Storage accented by it's metal door. Use the Red Key card to gain entrance into the Arms Storage. Here, you'll find two boxes of bullets and some Acid Rounds. If you didn't get the side pack and Submachine gun in the locker in the Leon game, you can get them here. Go to the Parking Lot where two dogs are waiting for some gunpowder treats. You can also run past them into the door to the right of the SWAT van. Enter this new area, where you'll encounter two more dogs. Move down the hall and enter the first door you see, where more dogs await you. Kill them, and explore around. There are blue herbs for you to grab, but the Square Crank will enable further access in the game.



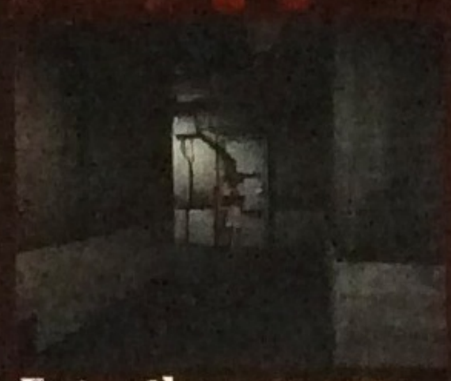
Use the Red Key Card to access the Arms Storage. Remember, you have to switch on the generator first.



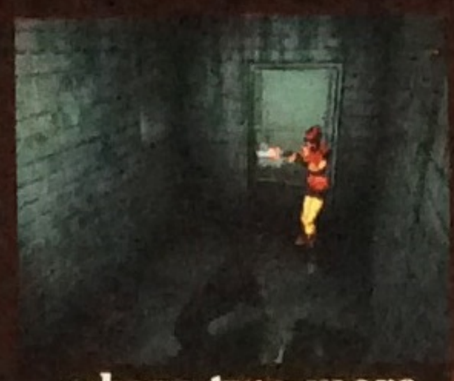
You'll find lots of bullets and some Acid Rounds here. When done, exit and head to the parking lot.



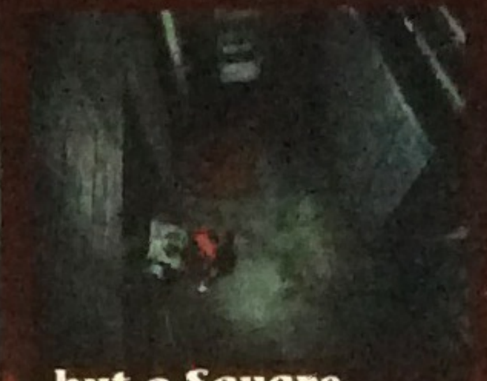
Here, you'll meet some familiar friends that are dying to play "catch the bullet".



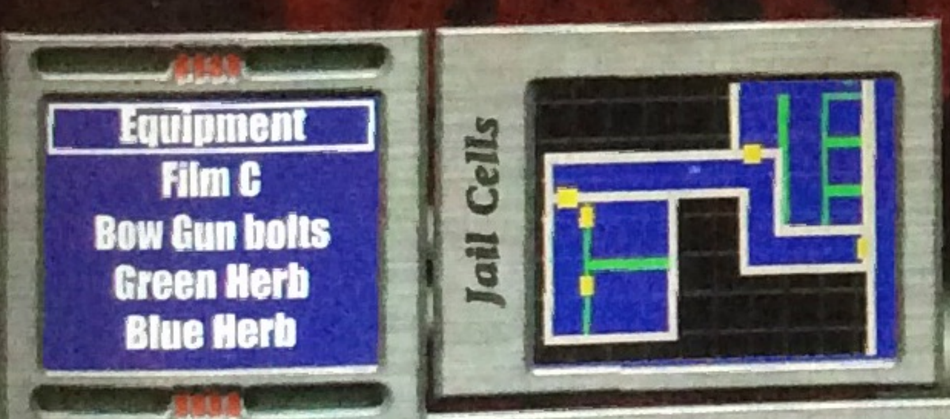
Enter the new area, where two more dogs await. You can ignore or kill these two, but you'll want to go through this door...



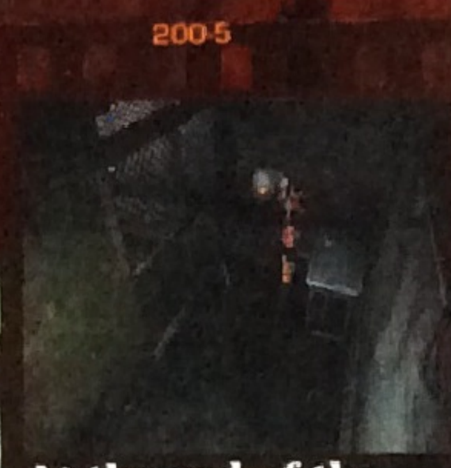
...where two more dogs want a para-belum treat. Take both out and explore the room. Blue Herbs can be found in the cells...



..but a Square Crank will be shining near the manhole. You can't lift the manhole cover; if you do, you'll find out why you can't.



After getting the Square Crank, you can go back up to the Police Station, or continue to explore the jails. Not all the items in the rest of the jails are necessary, but they are far from being useless. You'll come to a gate fence, where Film C is located. Once developed, it shows what appears to be some strange bio-weapon being. In any case, go past the fenced area where you'll find two jail cells, and a dead body. The first cell will have a Green and Blue Herb. There's nothing in the second cell but a quiver of Bow Gun Bolts is placed on a shelf near the dead body. Done exploring, head back up to the Police Station.



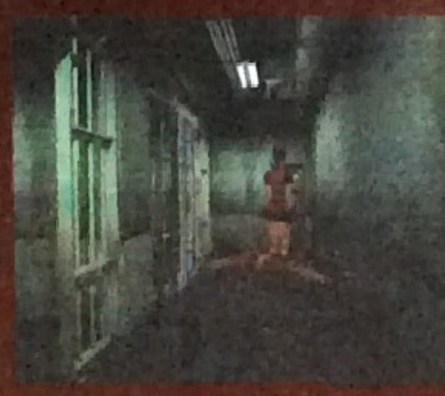
At the end of the hall, a fenced door is still operable. A film canister lies here. You don't have to view it, but if you do...



...you'll see a bio-weapon being developed. Looks kind of like the last boss in *Resident Evil*, eh?



Go past the fence door, into the first cell. Here herbal delicacies of the green and blue sort await.



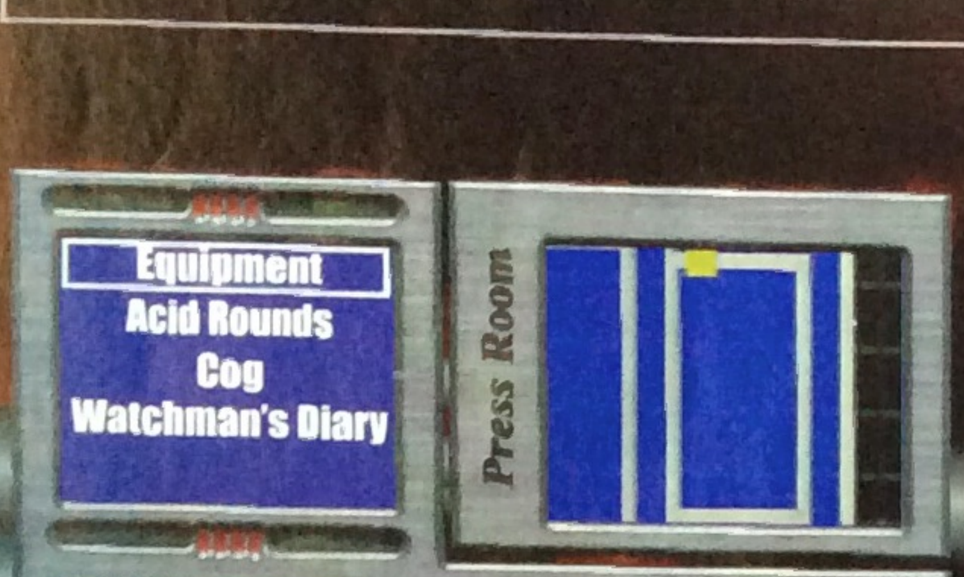
Nothing is in the second cell, while a dead body acts as a floor-mat to the cell. A quiver of Bow Gun bolts can be fold above on the shelf.

R.P.D 1st Flr.

Survival Horror Tactics

After the jail areas, it's a good idea to store your items. You'll be bringing along few new items for some down-to-earth puzzle solving delights. But don't forget to bring some heavy artillery when you bump into old friends.





After your jail cell trip (visiting only), proceed back to the first floor. With the Club Key, open the Lunch Room area, where a dead body, a diary, and some Acid Rounds are here. Then, proceed back into Hallway 1, where a green door at the end of the hall can be opened. Here, you'll get the cog after solving the chariot puzzle... after a nice visit from Mr. X.

Required



Lighter



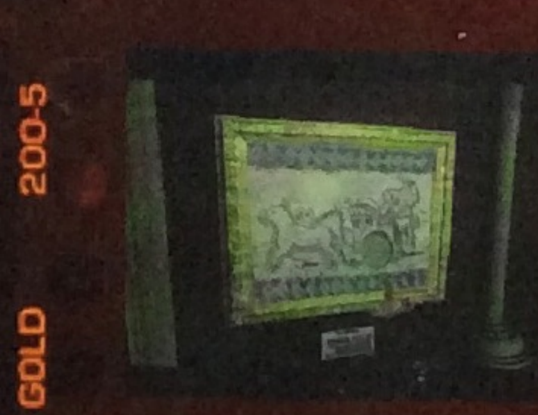
In this Lunch Room right next to the stairs from the basement, you'll find Acid Rounds, a Diary, and a dead body.



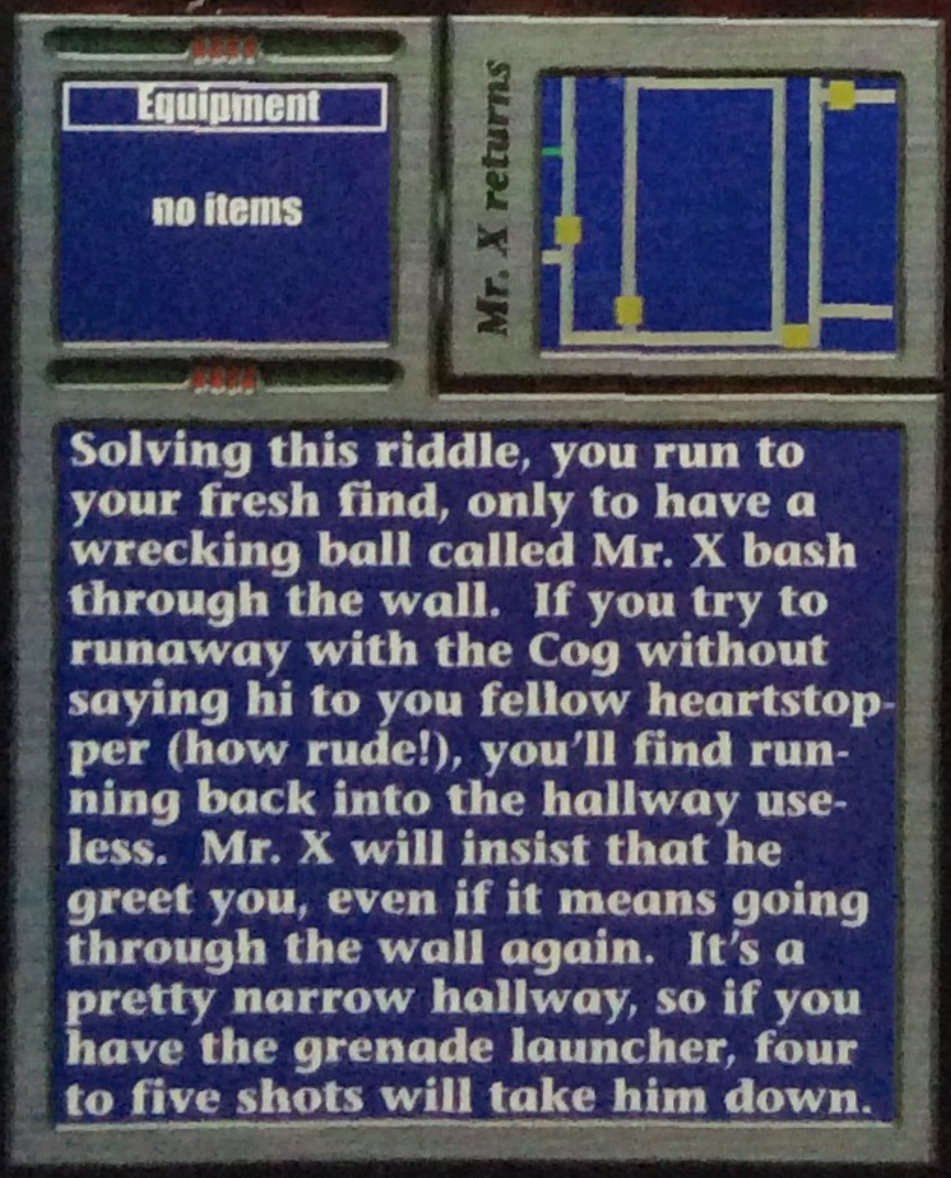
Exit the lunch room, go back to Hallway 1, and head toward the green door. You'll be able to open it with the Club Key.



To solve this puzzle, light the big furnace, then light the second, the third, and the first torch. What does this do, you ask??



It releases the Cog from the picture frame across the room. This will enable you to operate the some machinery on the third floor.



Solving this riddle, you run to your fresh find, only to have a wrecking ball called Mr. X bash through the wall. If you try to runaway with the Cog without saying hi to you fellow heartstopper (how rude!), you'll find running back into the hallway useless. Mr. X will insist that he greet you, even if it means going through the wall again. It's a pretty narrow hallway, so if you have the grenade launcher, four to five shots will take him down.



Guess who decided to drop in and say, "Hi!"? While Mr. X comes through the wall, grab the Cog and get outta here.



How rude of you! Well luckily, Mr. X will try to get your attention again. In this narrow hallway, you'll either take him out the hard way...



...or back up, into the larger area of the hallway, bait Mr. X, and run past him. Go down the hallway, and exit this area, before Mr. X introduces you to Mr. Fist.

R.P.D 2nd Flr.

Survival Horror Tactics



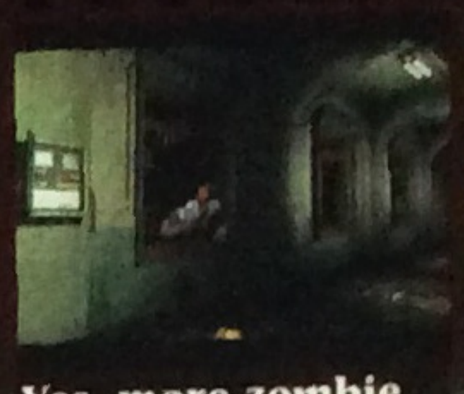
Now, after picking up your heart from that last episode, head upstairs to the second floor. You'll be out of the Police Station in no time once you get the remaining Eagle stone waiting in the library.



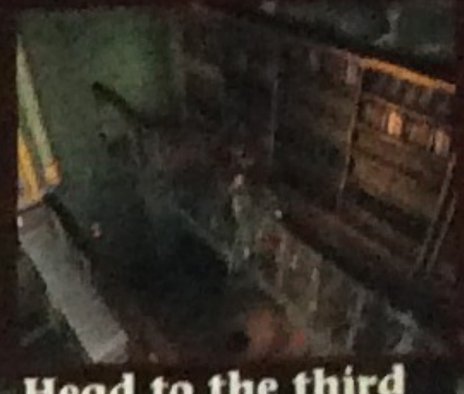
Once you exit the area with your chit-chat with Mr. X (since he's such a great conversationalist), head to the library on the second floor. This is one of the last areas you want to go to in the Police Station, because if you come here too soon, you'll trigger more zombies in the lower levels. So, clear out all the lower levels of the Police Station before coming here. Head to the end of the third floor of this library, where you'll fall, and discover a hint to in getting the Eagle Stone.



Head to the second floor and to the double doors on the westside of the station. Entering, you'll trigger something...



Yes, more zombie delight. Entering the second story library will send more zombies throughout the station, so make so to come here last...



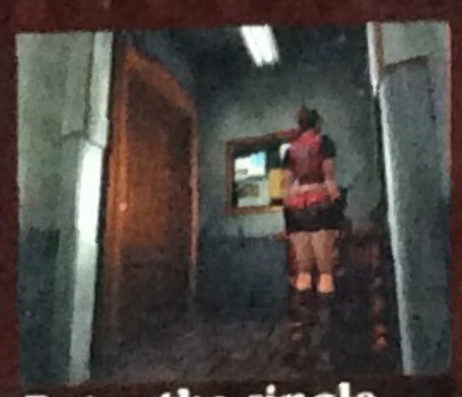
Head to the third floor of this library. At the end of this walkway, you'll fall into an area, where you'll get a hint on solving the riddle...



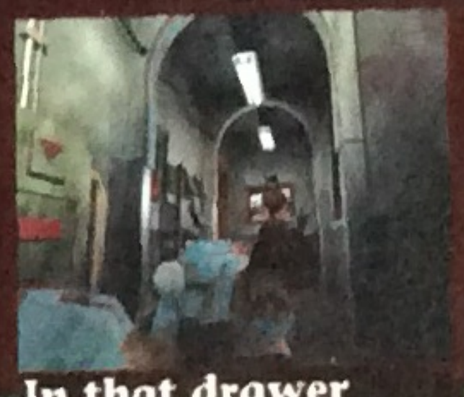
Activate the switch which will move the shelf. Thus, move the first and second shelf to the right via the front switches. This will release the panel holding the Eagle Stone.



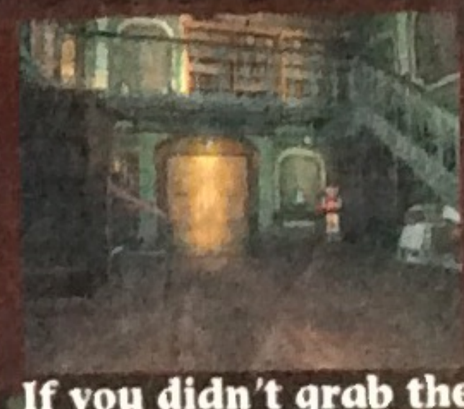
Though it's not necessary to go to this room, there's a round of ammo for your Hand Gun in a lockpickable small table. There's four zombies feasting on a fresh corpse, so don't disturb them please. There's nothing else in this room, so just pick the lock, grab the ammo, and get the heck out of here. You wanna head back up the third floor stairs of the library, and enter the right door at the top of the stairs.



Enter the single door on the second floor of the library. The small table has a drawer that can be lockpicked.



In that drawer you'll find some Hand Gun Bullets. Grab them and go back to the library, before you become dessert.



If you didn't grab the Red Herb here, get it now and go up the stairs to the right. Hopefully, you brought the Square Crank and Cog.

R.P.D. 3rd Flr.

Survival Horror Tactics



After the little romp in the underground, you'll be heading to the top. The third floor might be the smallest section in the game with no enemies, but somebody will be nice enough to drop by.





Make sure you bring both the Square Crank and the Cog with you. Use the Square Crank first to bring down the stairs. The Cog will be traded with half a Jaguar stone. Head back to the second floor storage to get the other half.

200-5



Bring the Square Crank along, since it only has only purpose... to bring down the steps to the upper level of the attic.

GOLD 200-5



Climb up the steps and when you get to these large gears here, insert your tiny cog and start the machine.

200-5



The other half of the Jaguar Stone is yours. Now proceed back to the second floor; you'll have another surprise visit from Mr. X.

R.P.D 2nd Flr.

Survival Horror Tactics

Claire

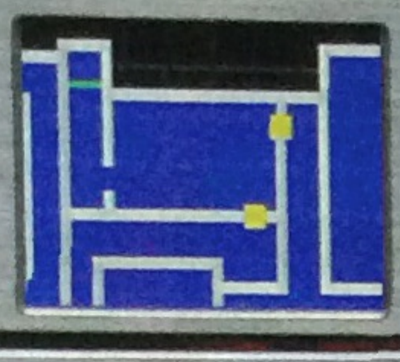


Now with all three stones in your hands, proceed back to the Chief's Office where, once put in place, the stones will open more areas into undead darkness. With your trusty Grenade Launcher in hand, rush forth!

Equipment

Mail to Chief

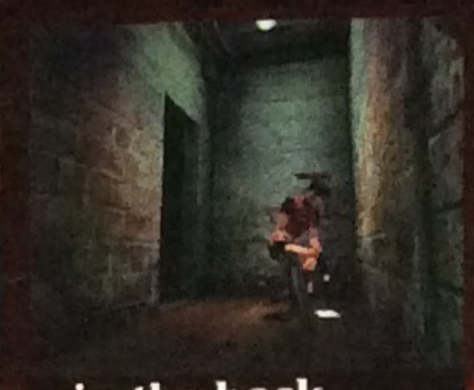
Stone Puzzle



Once you come back to the Chief's Office, you'll find Sherry again. Then, go to the picture frame near the desk, and place all the stones in the puzzle. A back door will be revealed, as well as an elevator. You'll find some papers that Chief Irons probably dropped. After telling Sherry to stay put, you'll descend down to the unknown.



In the Chief's Office, open the painting, and place the stones in their proper dwelling. A door will be opened...



...in the back. Papers dropped by the Chief are here, as well as a lift. You'll tell Sherry to stay and wait here for you...



...as you descend down to an unknown destination. What evil lurks in the bowels of the dark?

Equipment

Acid Rounds

Dungeons



You'll come down a hallway in a separate portion of the Police Station Basement. Run down the hallway where a door lit by torches waits to be opened. Though that door, Chief Irons will reveal a major portion of Umbrella's plans. As he is about to shoot you, something grabs his leg from a bottom shaft and drags him below. Sounds of flesh being ravaged follow, and as you start to look down the shaft, what's left of Chief Irons flies back in the room. Grip the Grenade Launcher tightly as you move down.



Entering the dungeon room, you'll have a conversation with Irons, one that looks like it will be ended by his bullet...



...then something grabs hold of the Chief's leg, and drags him into the shaft below. If you examine the shaft...



...the Chief's body (or remains there of) will fly into the room. Do you have that lump in your throat as well?

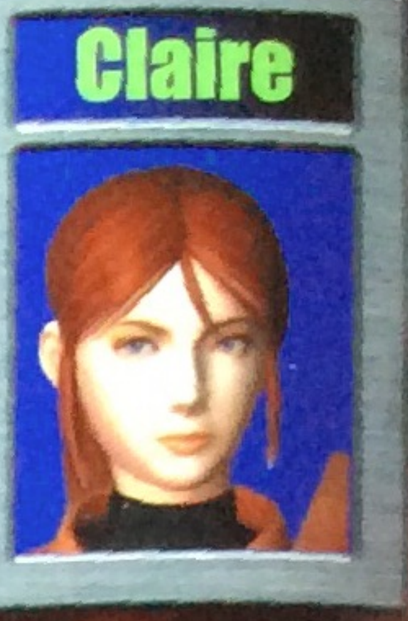


Before going down the shaft, get the Acid rounds located on a small table. Then, try your luck on whatever is down there.

Sewage a.

Survival Horror Tactics

Descend down into the dark stages of the sewer, where you'll see face the first real examples of the terrors brooding in the shadows. Walk a cautious path, for the bodies of unwary and ignorant line the halls.





Dropping off the ladder, if you didn't bring the Grenade Launcher, immediately go back up and get it. The creature you will fight here (William Burkin high on the G-virus), won't take anything less than that. You'll see a gruesome display of his strength, followed by a, gory mutation. Five to six shots from the Grenade Launcher will quell his anger for the moment. But it only takes two hits from his primitive bludgeon to mince you into grounded flesh, so be wary.



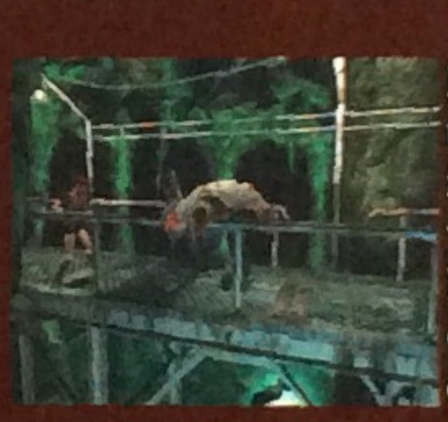
As he approaches, an already deformed monstrosity will begin to transform to a bigger size...



Once done with his grisly transformation, you'll see the first example of what the G-virus can do. Quickly aim and fire a round at him...



The first round will stun him. This is a good time to run past him, and shoot more rounds while he takes time turning around.



If your aim is true, five to six rounds (depending upon what type), will incapacitate him. He'll throw himself over the railing. But don't start celebrating.



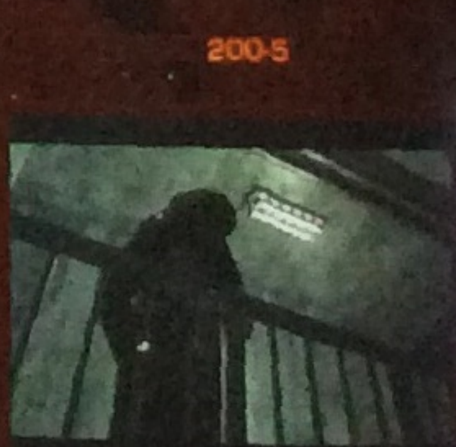
Whispering a sigh of relief, go back and get Sherry. Proceed pass the battle area, and you'll eventually end up in the sewers. However, there's an eight-foot tall Mr. X following you from above, so watch yourself. Both Sherry and you run for cover into the sewer area, unaware of what is to come...



Going back up the elevator, you'll find a relieved Sherry. Take her down to the sewers and start your escape.



As you near this area of the sewers heavy footsteps, as well as falling debris, indicate a presence somewhere near you.



The large shadowy behemoth know as Mr. X is watching. Both Sherry and you quickly run for cover, heading into the unfamiliar sewer sector.

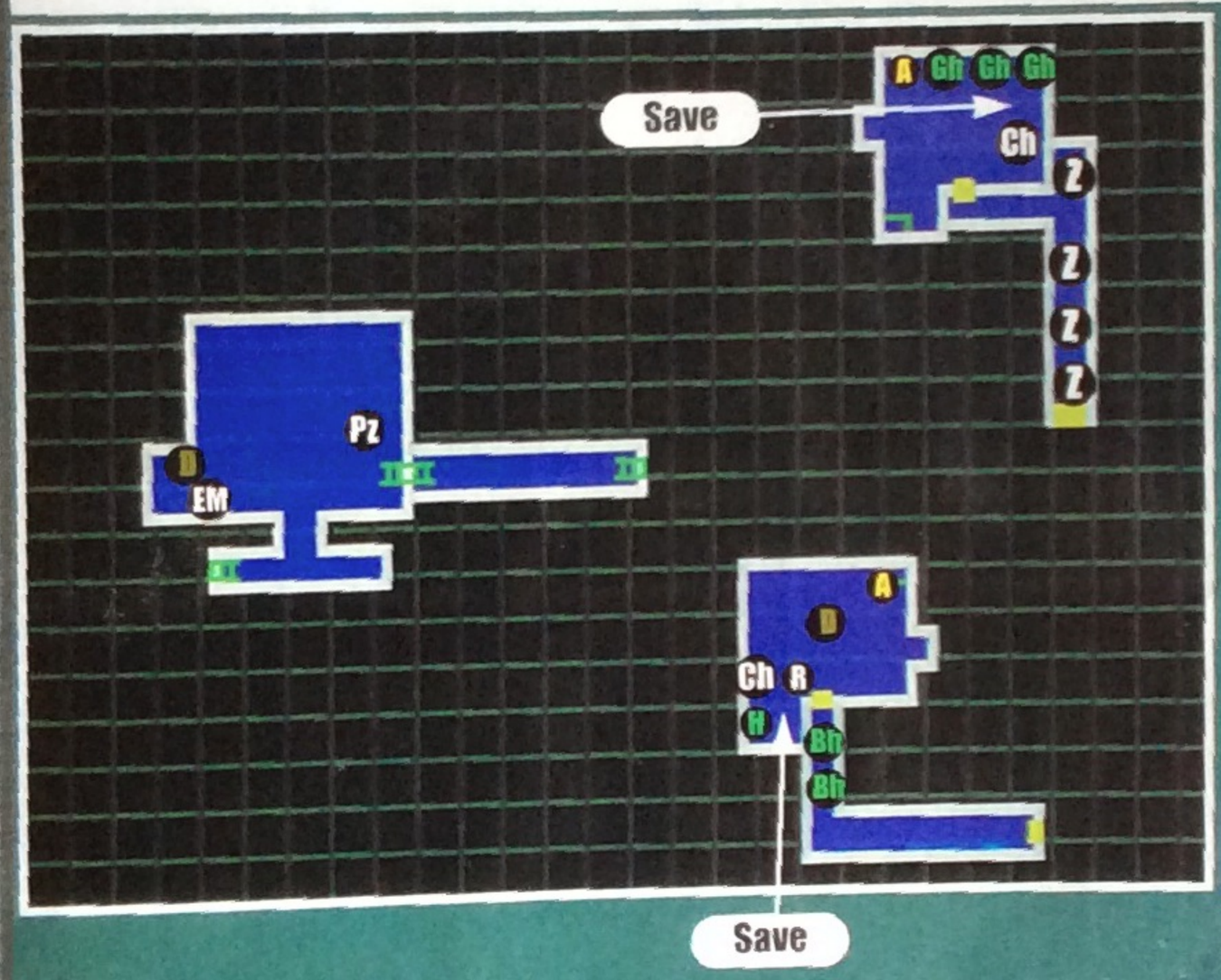
Sewer B-1

Survival Horror Tactics

With the virus-infected William only incapacitated for the moment, and Mr. X trailing you closely, your only hope is to go deeper into the sewers. With little knowledge of the area, you silently pray for a way out...



Sewer B-1 Map



Items Key

A x2 — Hand Gun Bullets	Gh x3 — Green Herb
H x1 — Health Spray	Bh x2 — Blue Herb
R x1 — Ribbon	D x1 — Sewer Fax
EM x1 — Eagle Medal	D x1 — Sewer Diary

Key

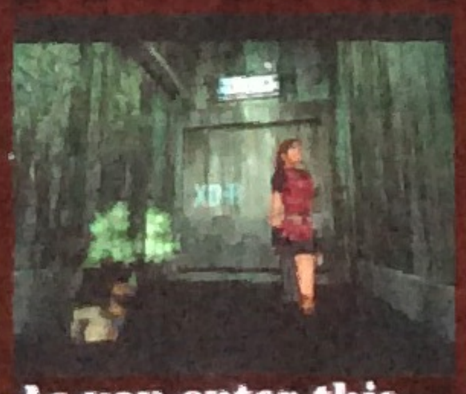
Z •Zombie Ch •Chest Pz •Puzzle

Equipment
Blue Herb X2
Hand Gun Bullets
First Aid Spray
Ribbon
Sewer Fax



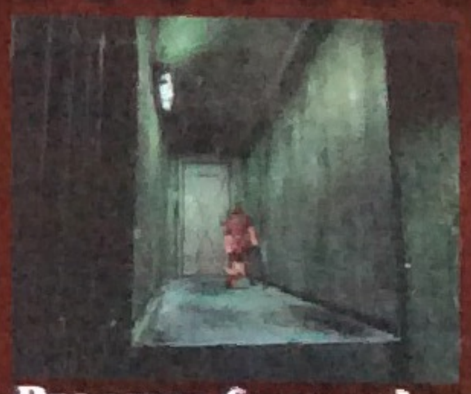
Well, Sherry does here little disappearance trick again, leaving you alone to venture into the murkiness of the sewers. Good thing you come into a storage room where (among the items) you'll find a Sewer fax telling more of the conspiracies going on.

200-5



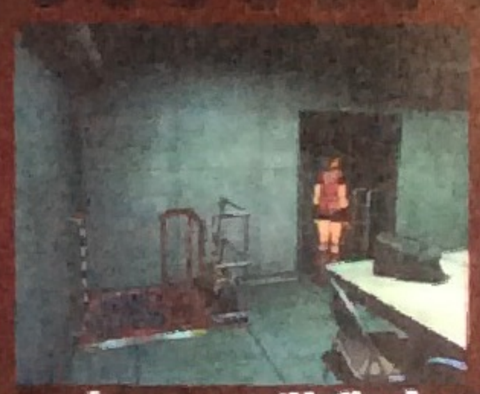
As you enter this new area, Sherry is sucked into pipeline. You'll have to keep a closer eye on her next time.

GOLD 200-5



Progress forward into the area, where you'll come up on some dry ground and some Blue Herbs. Enter through the door...

200-5



...where you'll find a Storage room. When done searching thoroughly, open the door and go down the ladder to darker country.

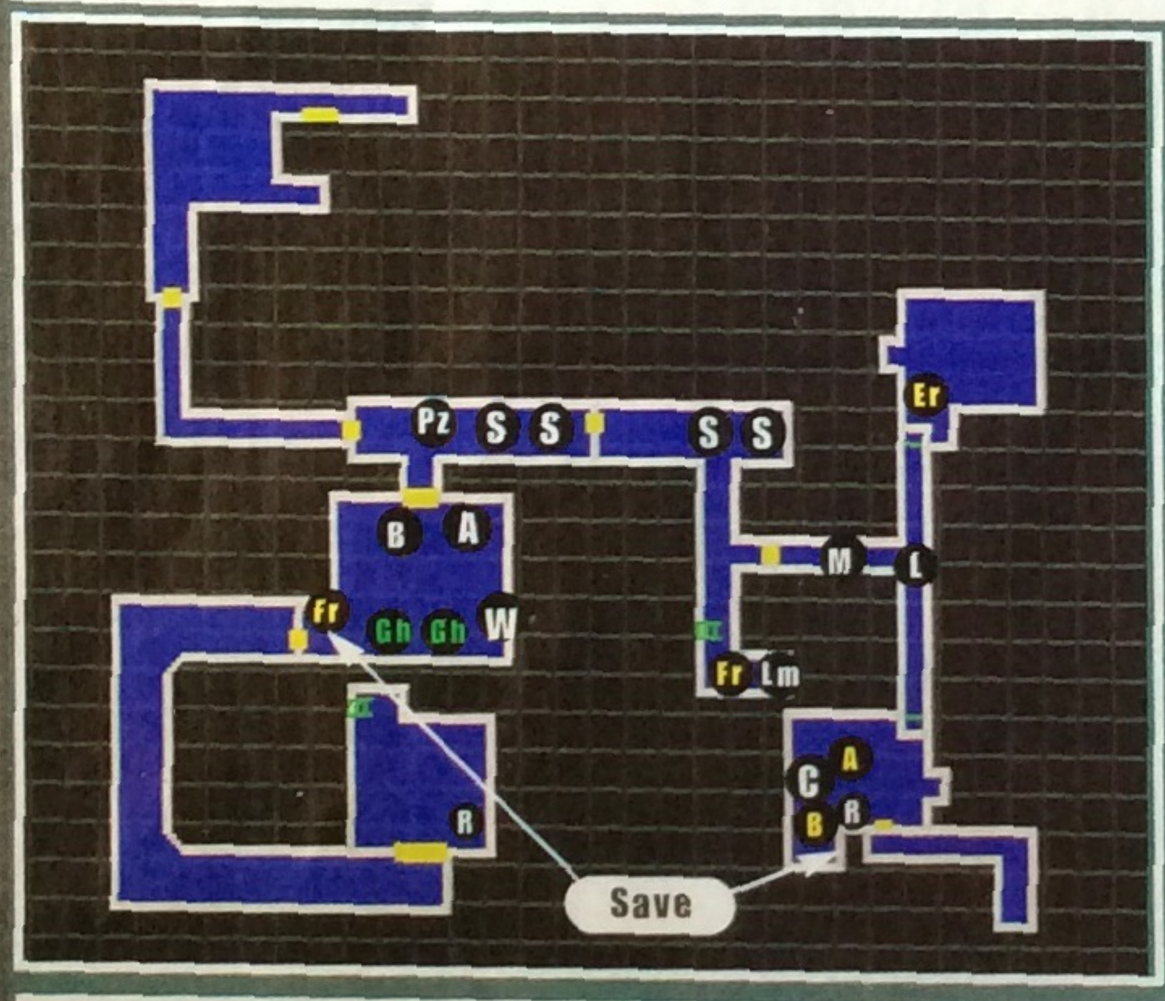
Sewer B-2

Survival Horror Tactics

Lowering yourself to this new area, deeper you'll explore, unveiling greater horrors that Umbrella has accidentally caused. Larger and more dangerous monsters lurk here, but luckily, you're not alone...



Sewer B-2



Items Key













Key

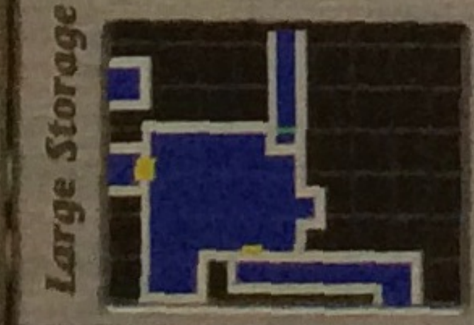
S •Spider
Pz •Puzzle
A •Annette
M •Map
L •Leon
C •Chest
W •Water Valve Bridge
B •Blue Bush



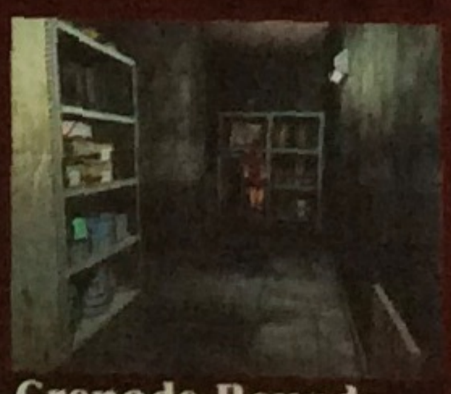
200-5 GOLD. 200-5 200-5

Equipment

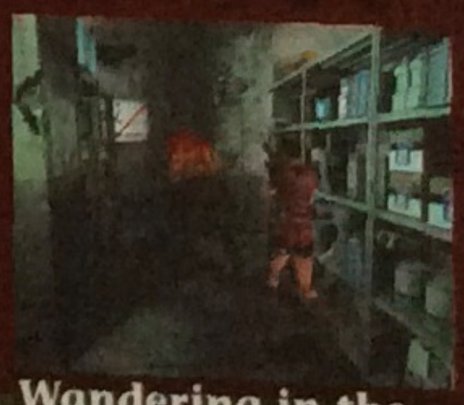
Grenade Rounds
Bow Gun Bolts



Reaching this new store room, you'll find precious ammo as well as an undead spawn you can do without. Go back up to the first storage room, and take the lift down to where you'll do some catching up with a wounded Leon.



Grenade Rounds will be near the back of the room. The Bow Gun Bolts will be found on a rack near the left of the ladder.



Wandering in the middle of the room, a zombie wails out of hunger. Feed him a couple of rounds if you like.



Head back up to the first storage room, and take the lift down. Here, you'll find a wounded Leon, conversing about his romp in the sewer.

Sewer B-1

Survival Horror Tactics

Claire

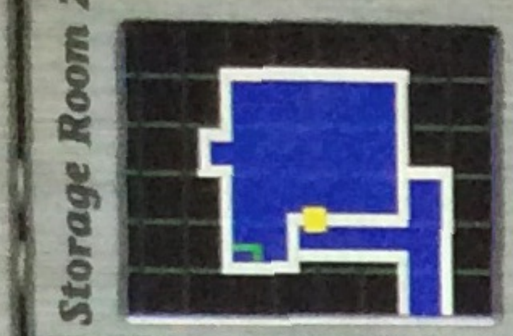


After talking to Leon, go down the hall where you'll find another lift to use. Taking it up will lead to another storage room, with some helpful items for the taking, and a secret to be uncovered.

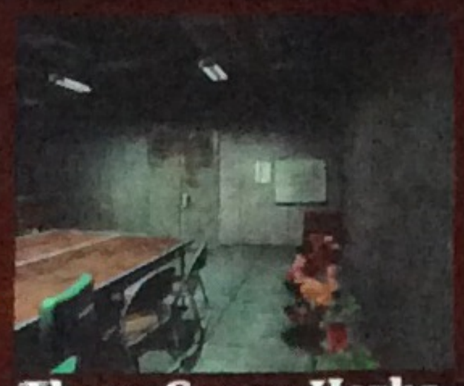
Equipment

Green Herbs X3

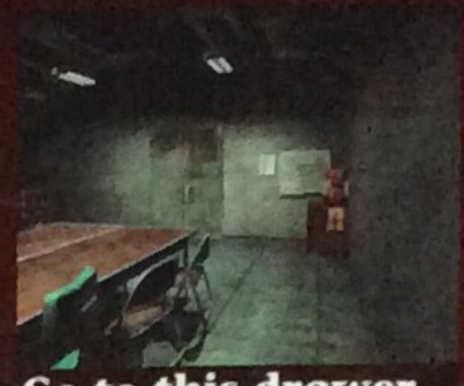
Hand Gun Bullets



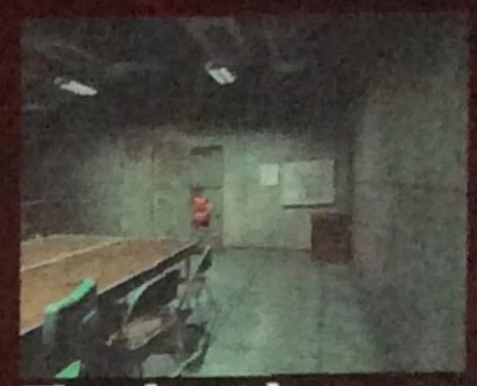
Moving down the hall past Leon, you'll stumble upon a another lift which will lead to a second storage room. Here, search the small drawer by the metal closet to get some more Hand Gun Bullets. You'll find three Green Herbs for your medical pleasure. A typewriter and a storage box are also here for your benefit. Finally, you can move the closet to discover a secret ladder to a new area. The door in this room takes you to more zombies and the last place you want to go back to - The Police Station.



Three Green Herbs are yours to take. Don't start overusing healing herbs though. Medical items were meant to be saved.



Go to this drawer next to the closet. You'll find some more Hand Gun Bullets, though it'll be least likely to be used...



The closet here can be pushed to reveal a ladder heading down to a secret area. But you'll need a key item to explore this area.

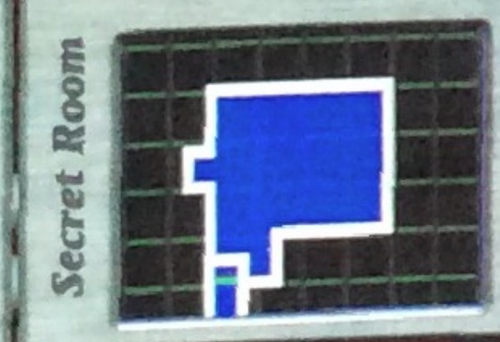


The door leads to mumbling undead croonies and eventually ends back at basement of the Police Station. Ignore this route completely.

Equipment

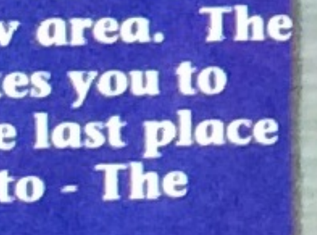
Grenade Rounds

Flame Rounds



In this secret room, the lights are off, which makes it hard to look for items. Luckily, there are oil lamps with plenty of oil left in them. So take the lighter when you go down to shed some light on the situation.

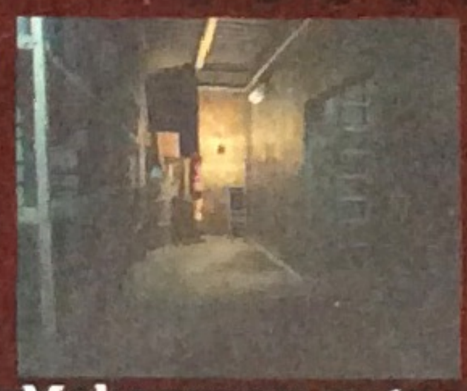
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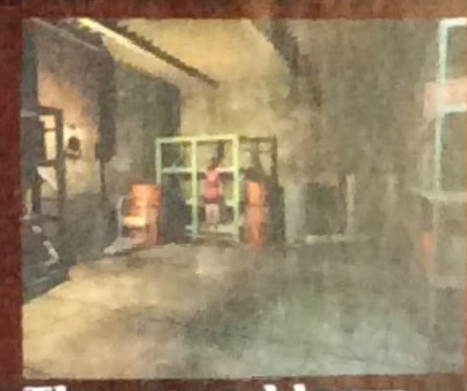
Lighter



Oooh... dark, quiet, and definitely scary. Go back up to the storage box and get the lighter for some illumination.



Make your way to the right of the ladder, and light the oil lamp. There you'll be able to see the Grenade Round.



The second lamp may take some finding, but once you do, look at the rack to get some Flame Rounds here.

Sewer B-2

Survival Horror Tactics

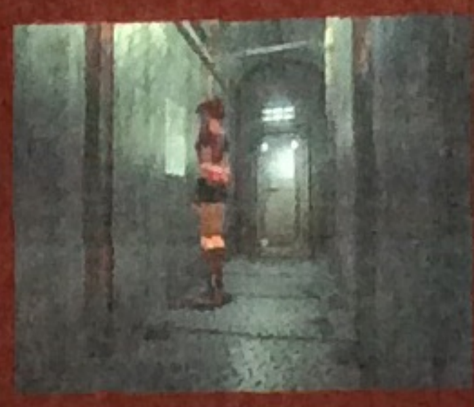
Once again, return to Sewer B-2 where you'll actually come face to face with a true definition of a "real big spider". You'll also need to get two key items to continue your journey of escape.



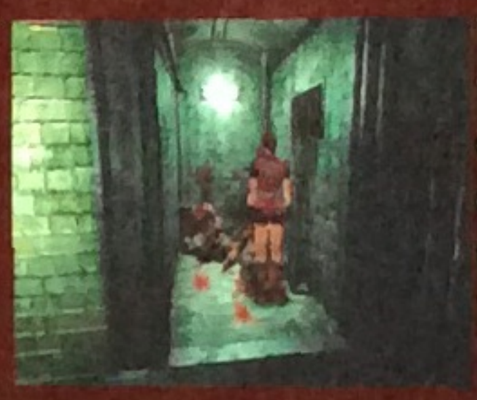
Equipment
Grenade Rounds
Wolf Medal
Sewer Map



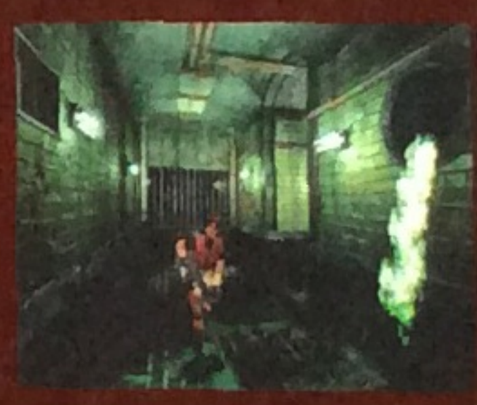
Head back to the hall where you found Leon, and head straight to the new path, but make sure to bring the Valve Handle. Take the map of the sewers with you, enter the door, and head left towards the bars at the end of this sewer hall. Search the two dead bodies you find to get the Wolf Medal and the Grenade Rounds. Continue back to the right path and run to the door before the two large arachnids attack.



Head back to the hallway where you found Leon to get this map of the sewers. Enter the new area through the door.

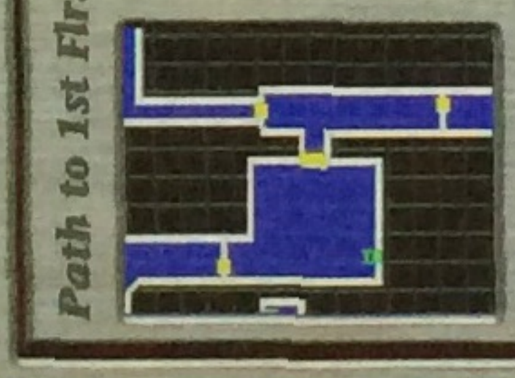


Make a left down to the steels bars. Here on a landing, lie two dead Umbrella agents. Don't forget to get their items.



See that shadow of a multi-legged creature on the pool of sewage? Yeah, you better run fast down this hall.

Equipment
Blue Plant

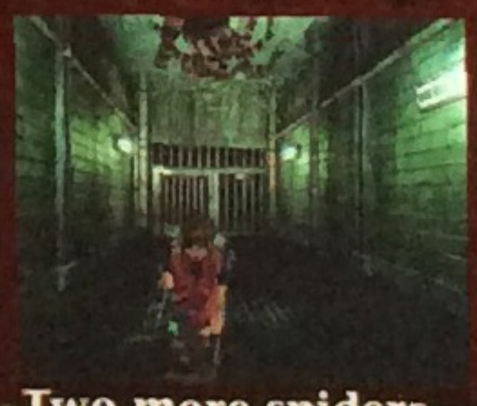


Two more spiders will attack when you enter. When you get to the waterfall switch, drop the Wolf Medal that you just found in it's slot. Continue through the double doors where you'll have a brief talk with Sherry's mom. Head to the machine at the end and use the Valve Handle. A bridge will lower, allowing you to cross.

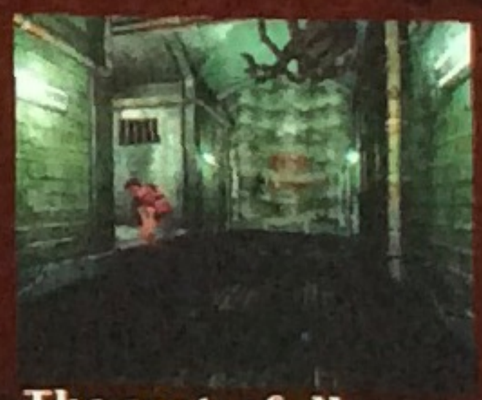
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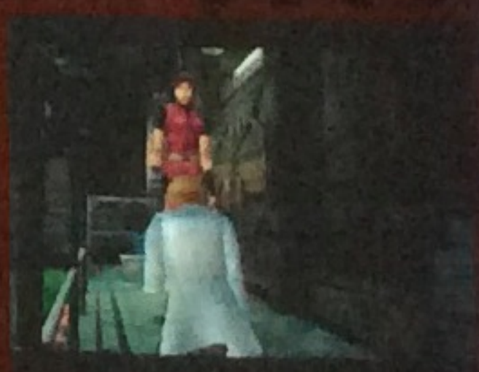
Valve Handle



Two more spiders are here in this area. It takes only one good shot with the Grenade Launcher to kill them, but just run.



The waterfall must have two key items to be inserted before you can pass. Hence, turn left and enter the double doors.



You'll meet Annette, Sherry's mom, and she isn't in that talkative a mood. A blue herb plant is directly behind you if you got poisoned.



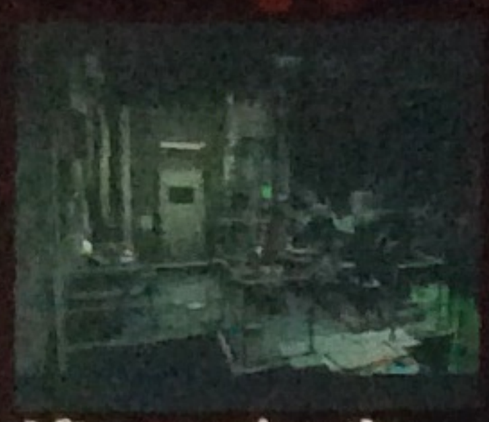
When Annette passes out, head to the heavy machinery here. The Valve Handle you brought is used here, activating a bridge to allow access across.

Equipment
Flame Rounds
Green Herb X2
Ribbon

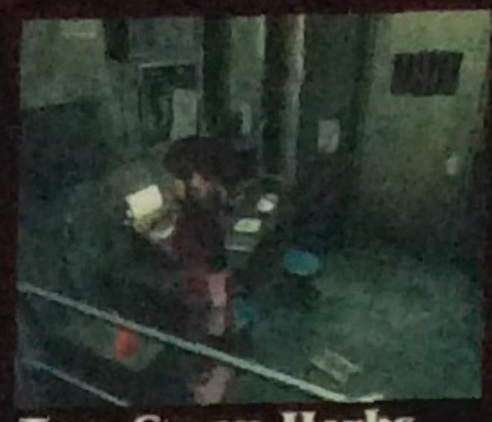
Service Tube



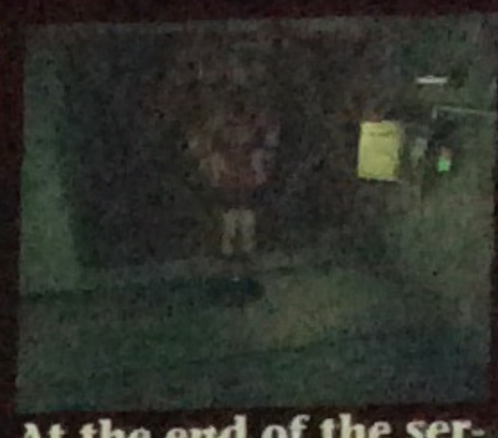
Crossing the bridge, you'll find a similar machine on the other side. Operate it with the valve handle again to send it back up. After picking up the items on this side, you can also save your game here. Enter the door where you'll run through the old alligator hallway (if you didn't kill him in the Leon game, he'll pop out here). In the Dump Room, you'll find a Ribbon on the right side of the debris. Head to the ladder and climb up.



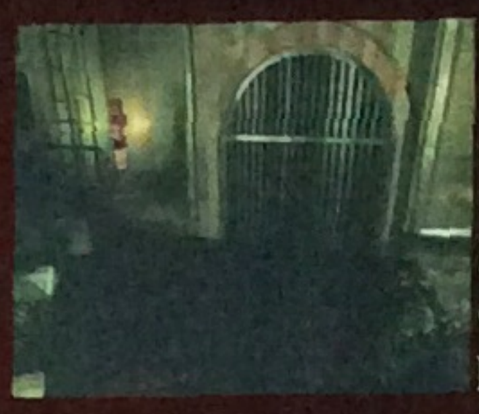
After crossing the bridge, you'll want to send the bridge back up. Use the valve handle again on the machine.



Two Green Herbs and some Flame Rounds are waiting to be found and used. Enter the door to the service tube.



At the end of the service tube, you'll find these heavy doors to open. Thank for modern technology, you'll open it with a push of the button.



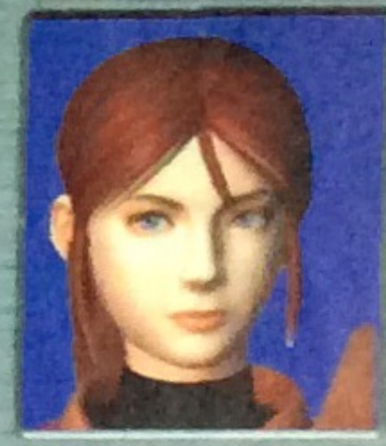
In the Trash Room, you can find a ribbon on the right side of the debris. Otherwise, head up the ladder to exciting and exotic places.

Sewer B-1

Survival Horror Tactics

Heading up the ladder, you find the second piece of the puzzle, as well as intricate plot twists. You'll also answer the old curious question...yes, cockroaches will survive through anything, even exposure to the G-virus.

Claire

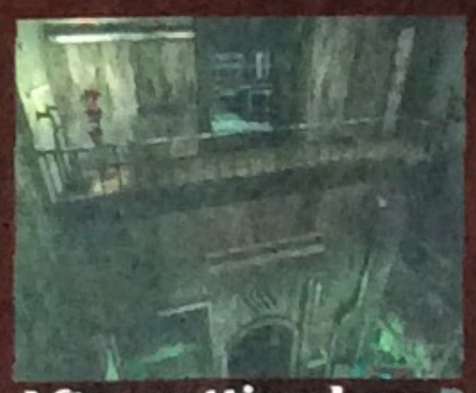


Equipment
S. Manager's Diary
Eagle Medal

Control Room



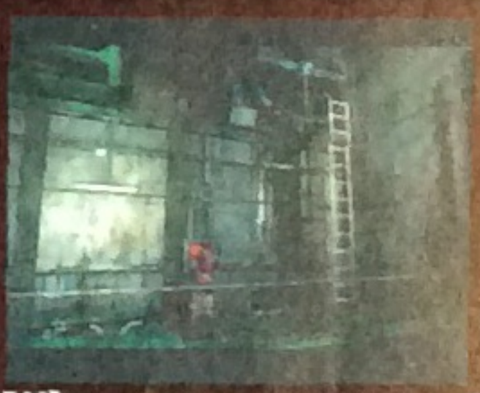
Upon reaching the new control area, if you're expecting some confrontation, too bad. From the ladder, there's a walkway up to the control room and a ladder at the end of the hallway. You'll want to enter the control room, where you'll find the dead body of a sewage worker. Well, lift the Eagle Medal from him, and return back to the new ladder with valve in hand. You'll be able to turn off the fan and take a short cut back to the Spider Sewers. Don't worry about the cockroaches



After getting here, take the middle path to the Control Room. You'll come back here later anyways.



At the end of the Control Room, search the dead body for the Eagle Medal. Head back to the original catwalk...



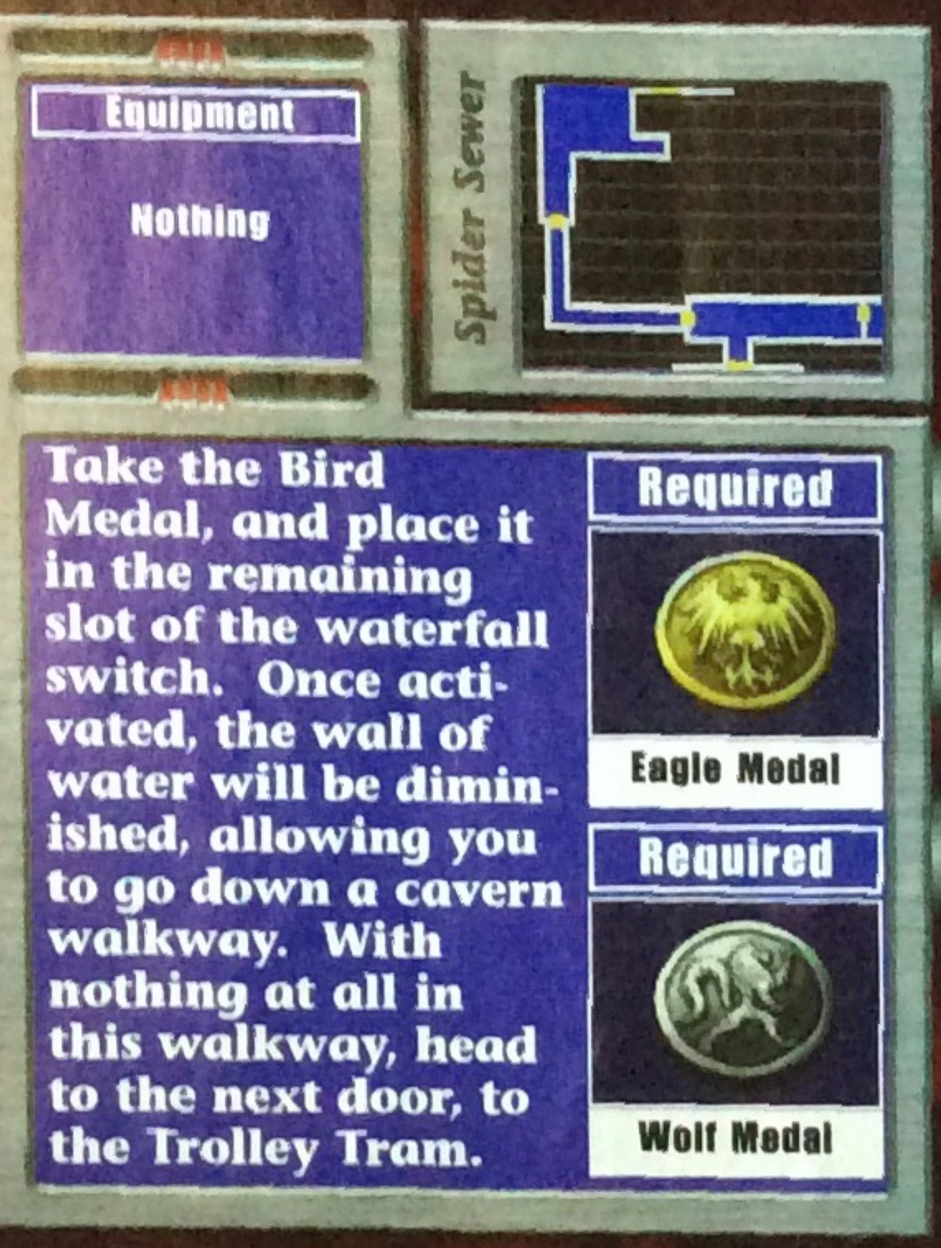
Where you can use your valve handle to shut off the fan, and take a short cut back to the Spider Sewer, Don't attack the mutated cockroaches.

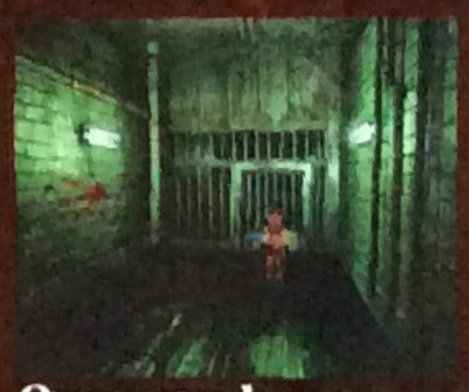
Sewer B-2

Survival Horror Tactics

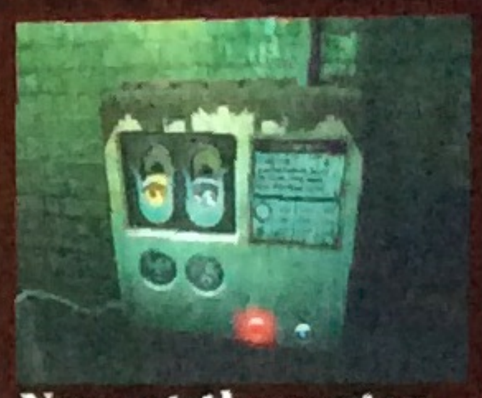


With both medals in your possession, you will now be able to access the waterfall switch and leave this murky environment festering with spiders, cockroaches, and the occasional hungry zombie.

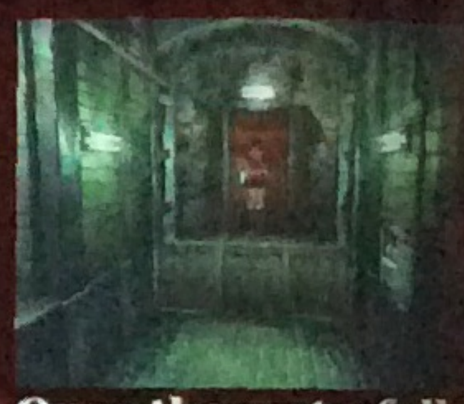




Once you have eluded your bestial pursuants, enter the latter half of the Sewer.



Now at the waterfall switch, place the Eagle Medal in the remaining slot. Once activated, the waterfall will dissipate.



Once the waterfall is gone, go straight and up to the new platform. Now open the door, and proceed to the next level.





Exiting the Sewers, you'll come to a cavern that, besides the few shakes, is noticeably uneventful.



Exit the caverns into the door which leads to the Trolley Station. This switchboard will allow you to control the Trolley.



Well gee, guess who else wants to ride the Trolley? The ever-disappearing Sherry. Re-united, Claire will have a brief talk to Sherry...



... then, you'll control both once again. Enter the Trolley to automatically travel over to the next area.

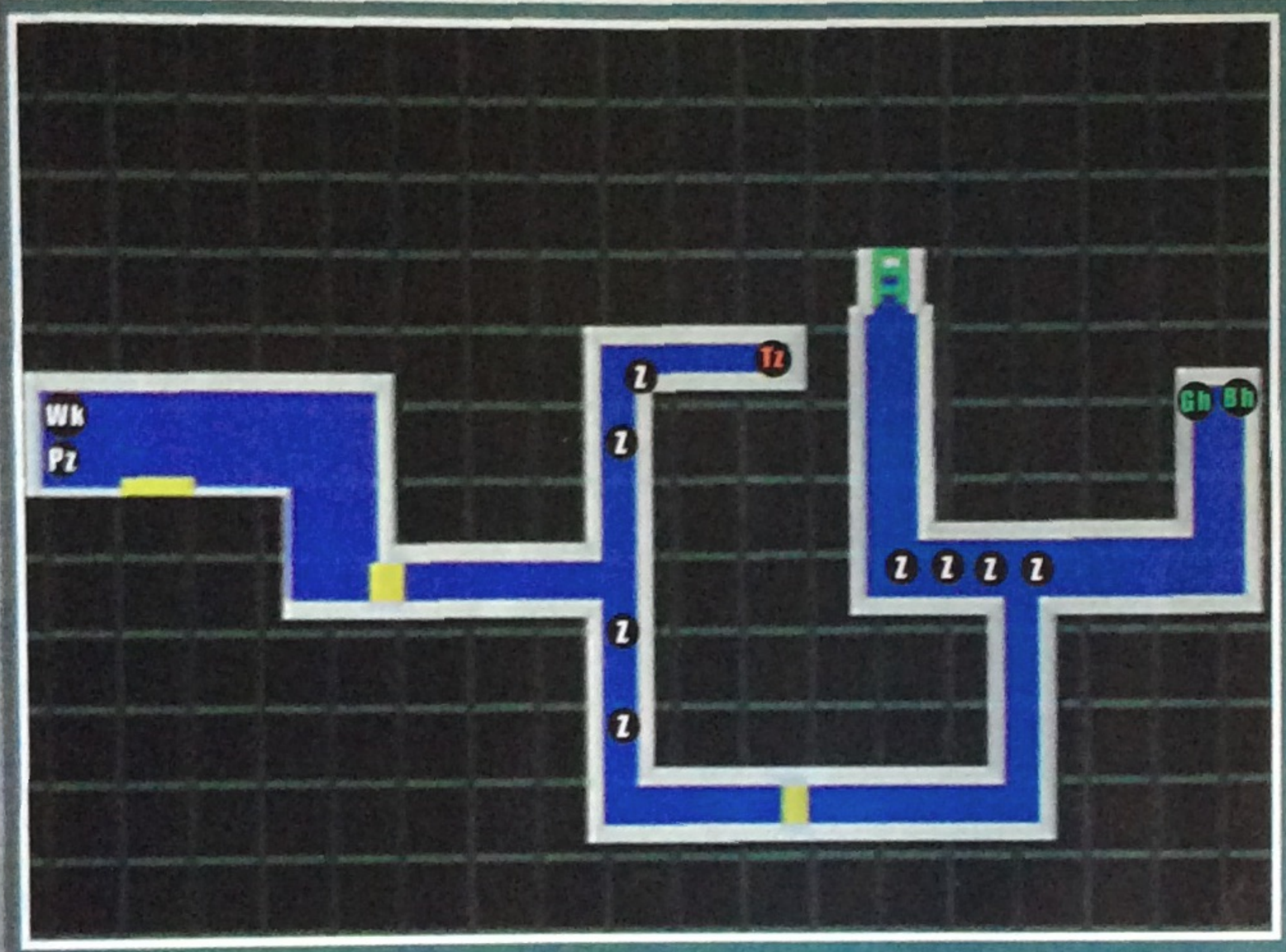
Vacant Factory

Survival Horror Tactics

Take a ride to the next section of the Vacant Factory, where it's an relatively easy romp, provided that you brought some kick-ass weaponry here. It's a small section, but search thoroughly.



Vacant Factory



Items Key









Key

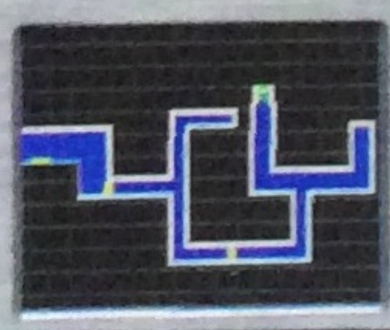
Z •Zombie

Pz •Puzzle

Equipment

Weapon Box key
Tazer
Blue Herb
Green Herb

Factory Halls



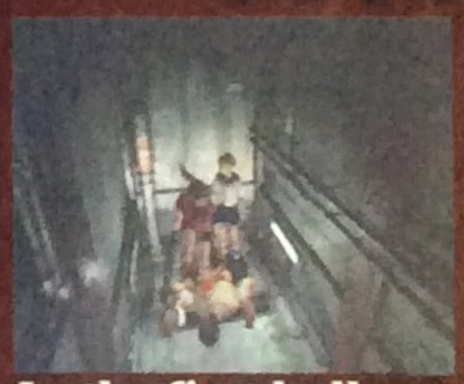
Once on the other side,Claire comes upon a flare cannon. Have Claire search the immediate right area from the cannon where the Weapon Box Key is located. This key is easier to see if you bring the Lighter and fire up the flare cannon, but not necessary. Enter the door, where zombies roam freely in the hall. The paths are too narrow to run past the horde, giving Claire some target practice. Items in the hall include a Tazer Gun in the first hall, and a Green and Blue Herb in the second hall.

200-5



To the right of the flare cannon, search for the Weapon Box Key. Once done, have Claire exit this area through the door.

GOLD 200-5



In the first hallway, take out the four zombies. A dead body decorates the end of the left side. Search it and get the Tazer weapon.

200-5



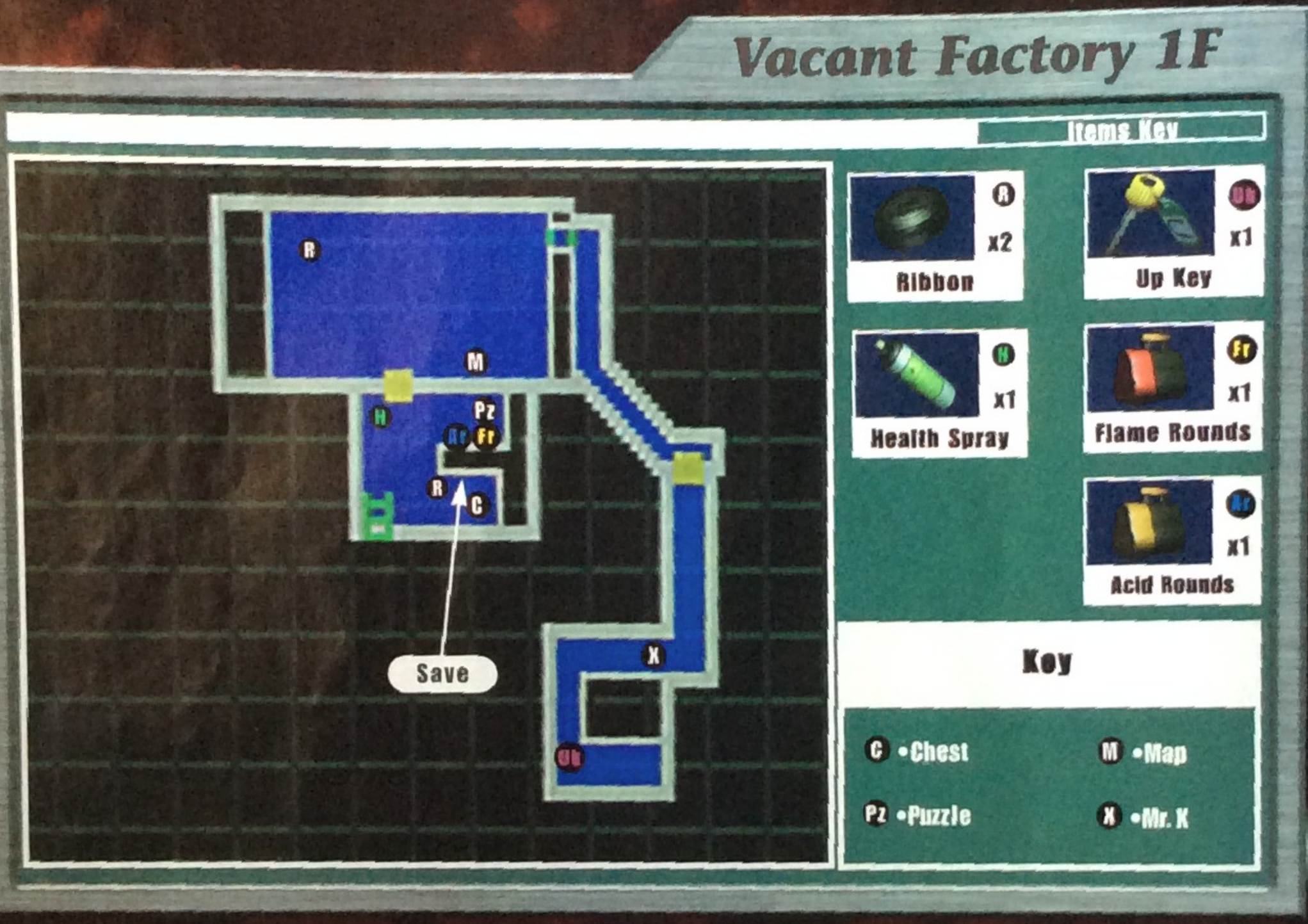
The second hallway also has four zombies to blast. The right end of the hallway contains a Green and Blue Herb. Exit via the ladder on the left end of the hall.

Vacant Factory 1F

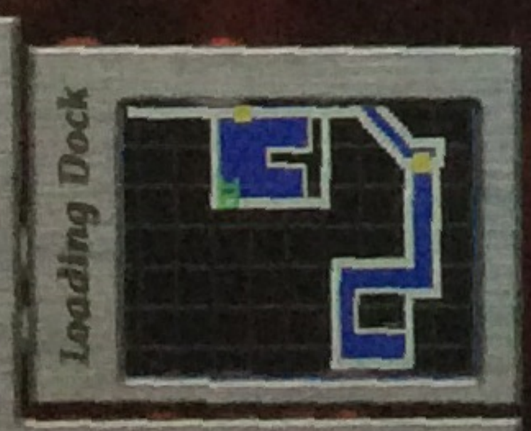
Survival Horror Tactics

Plentiful items abound in this storage room. Save here and take herbal aids with you from this point forward, for Claire faces some strong adversaries very soon.

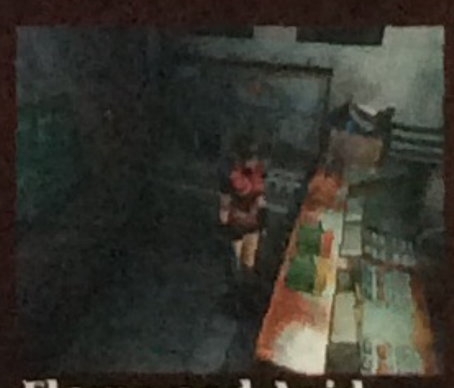




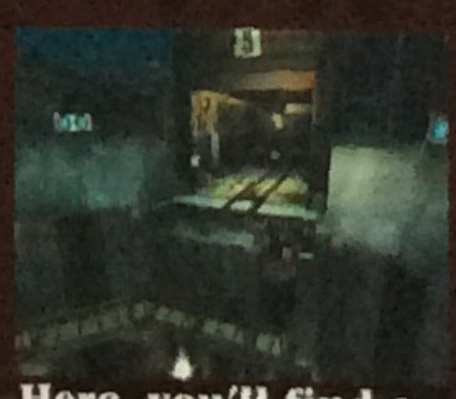




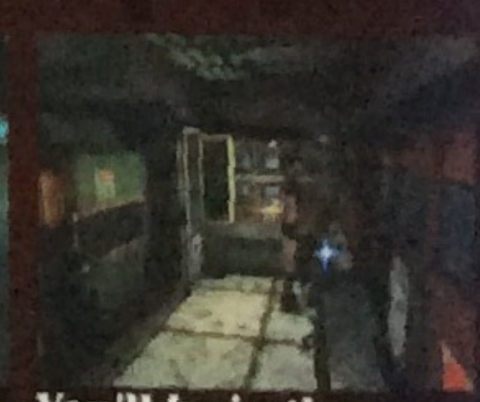
Search around this storage room. Claire finds an abundant amount of items. Have Claire move in the loading dock, where a map and a ribbon can be found. Head down to the elevator into the control center, and you'll grab the Control Key.



Flame and Acid Rounds are among the plentiful items found in this storage. When done getting items here, exit through the door.



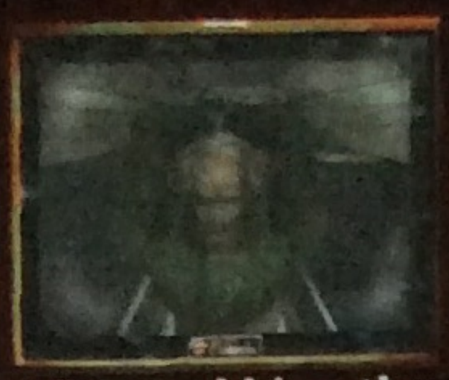
Here, you'll find a map on the wall, and a Ribbon way in the back of the room. Take the lift down to the gray door.



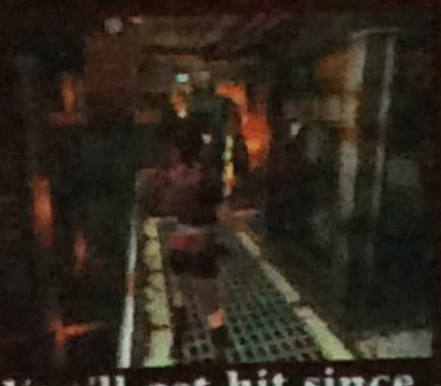
You'll be in the Control Room. Here grab the Control key, in order to operate the super-lift for your escape.



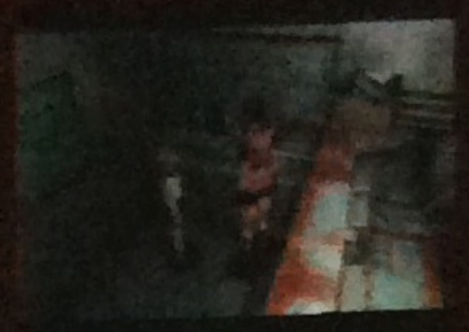
Well, someone doesn't like Claire taking that Control Key... and that someone is Mr. X. You can escape when he does his huge tomahawk swing, but you should have enough firepower to take him out. If you do knock him out, be sure to search him for valuable ammunition. In any case, head back to the storage room, and in the interior (where you found the Flame and Acid Rounds) is the elevator panel. Use the Control Key to access the elevator, and when you go back outside,train-like super lift waits to be boarded. Activate the control panel right outside the train, and you'll be going down.



After grabbing the Control Key, if you look at the monitor, it'll give you something of a warning as to who's coming.



You'll get hit since the walkway is so narrow, but it's really up to you if you want to knock him down, or just run for it.



Whatever you choose to do to Mr. X, go back to the storage room. Access the elevator panel and move back outside.



You'll see a freight-train sized elevator. Access the control panel here and you'll be going down. Make sure to bring some healing herbs with Claire, as stronger advesaries await below.



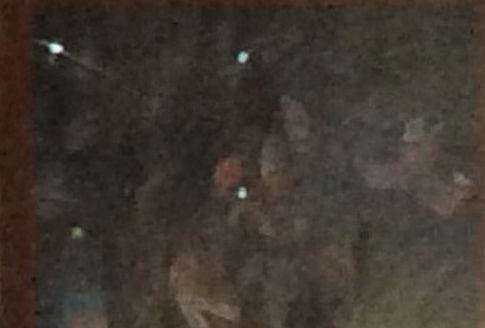
Think it's going to be a smooth ride down the shaft? This isn't Amtrak... you'll be disturbed by a large tremor while inside the compartment. When you go outside to see what's causing all the commotion, you'll notice a newer more vicious version of the G-Type monster. As mentioned above, bring some medical herbs, for you'll be needing them here. Luckily, it moves rather slowly (apart from his bounding when you go too far) so you can plug it with a few rounds before running off for a better position. Eventually, you'll cause enough damage and it'll leap away... but will live on to fight another day.



Once inside, the elevator will automatically descend. To where, you're not sure, but at least you're getting somewhere.



Flame Rounds are the only item in the elevator compartment that you'll find. You'll hear banging outside...



... and you'll find out that William, the G-Type conqueror, is not too happy about the last time he met you.



Constantly move, turn, and shoot. Don't let him get too close. His range is better and he can leap towards you now.



He'll take quite a beating before taking enough damage. He'll bound off, but don't smile at all. He will be back.

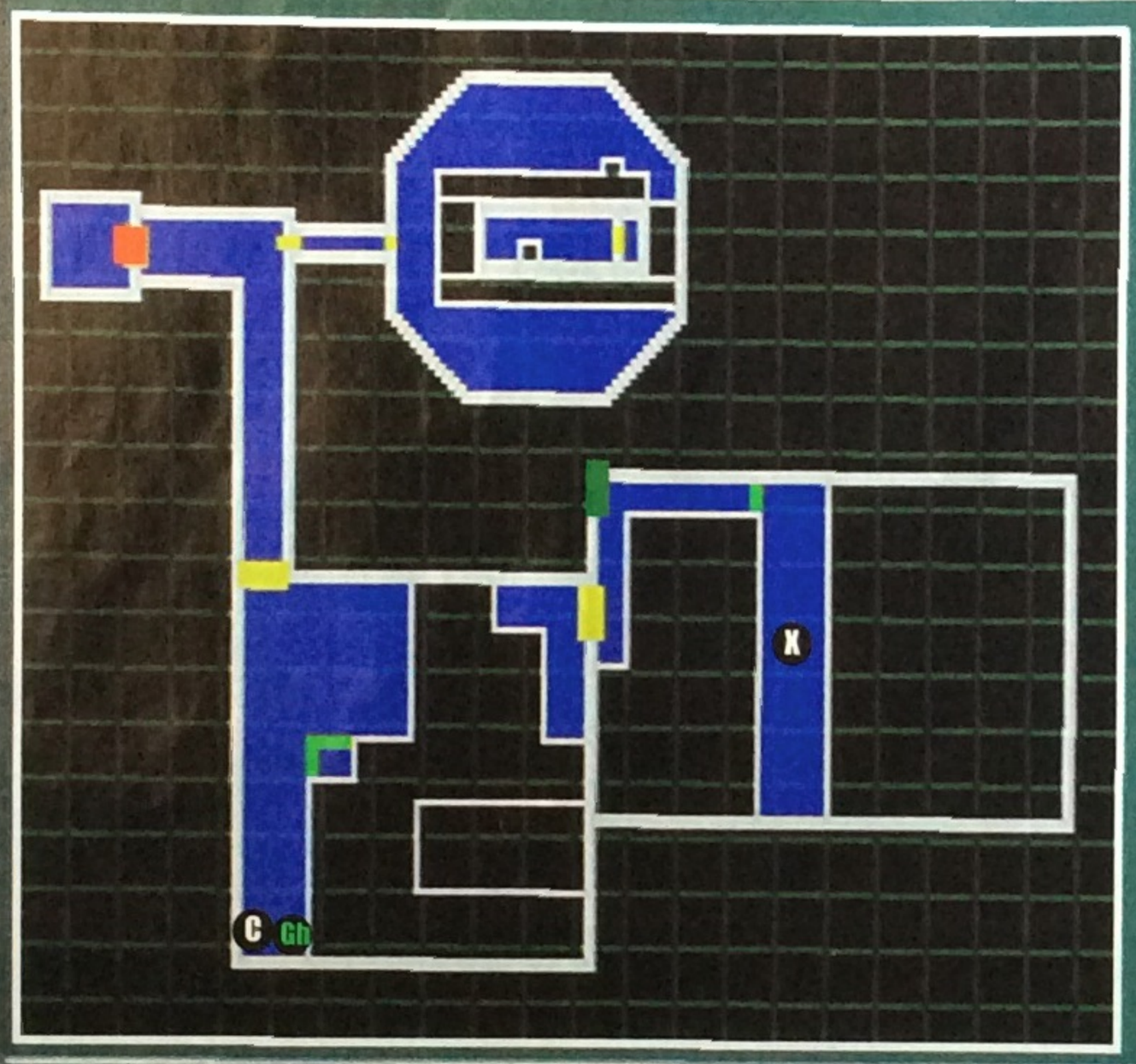
Laboratory

Survival Horror Tactics

When you touch down, you'll be in a strange laboratory. Is this where all these gruesome creatures spawned from? You'll soon have the whole story very soon, for this is just the first level of the laboratories.



Laboratory B-1



Items Obtained



Key

- C •Chest
- X •Mr. X
- •Power Room Door
- •B-4 Elevator Door



As the elevator stops, you tell Sherry to stay put as you go and explore the outside. There's only one path to take, and that's through an air duct. As you see Claire fall, the elevator begins to move again (say bye to Sherry again). The only unlocked door is down the left hall.

200-5



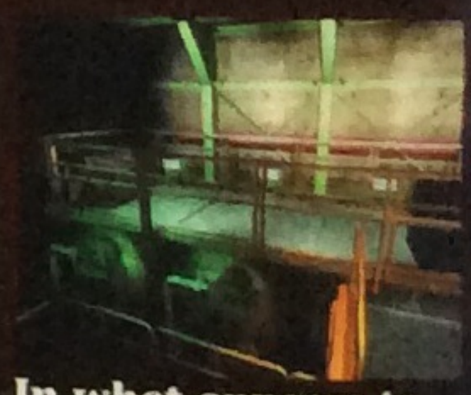
Explore the area when the elevator stops and you'll find only one way to go. Head towards the air duct.

GOLD 200-5



As Claire falls down the duct, the elevator with Sherry will descend. Head to the only unlocked door down the left hall.

200-5



In what appears to be a chemical storage plant, you'll find a Green Herb and a storage box. There's also a movable black box for use very soon.

Laboratory B-2

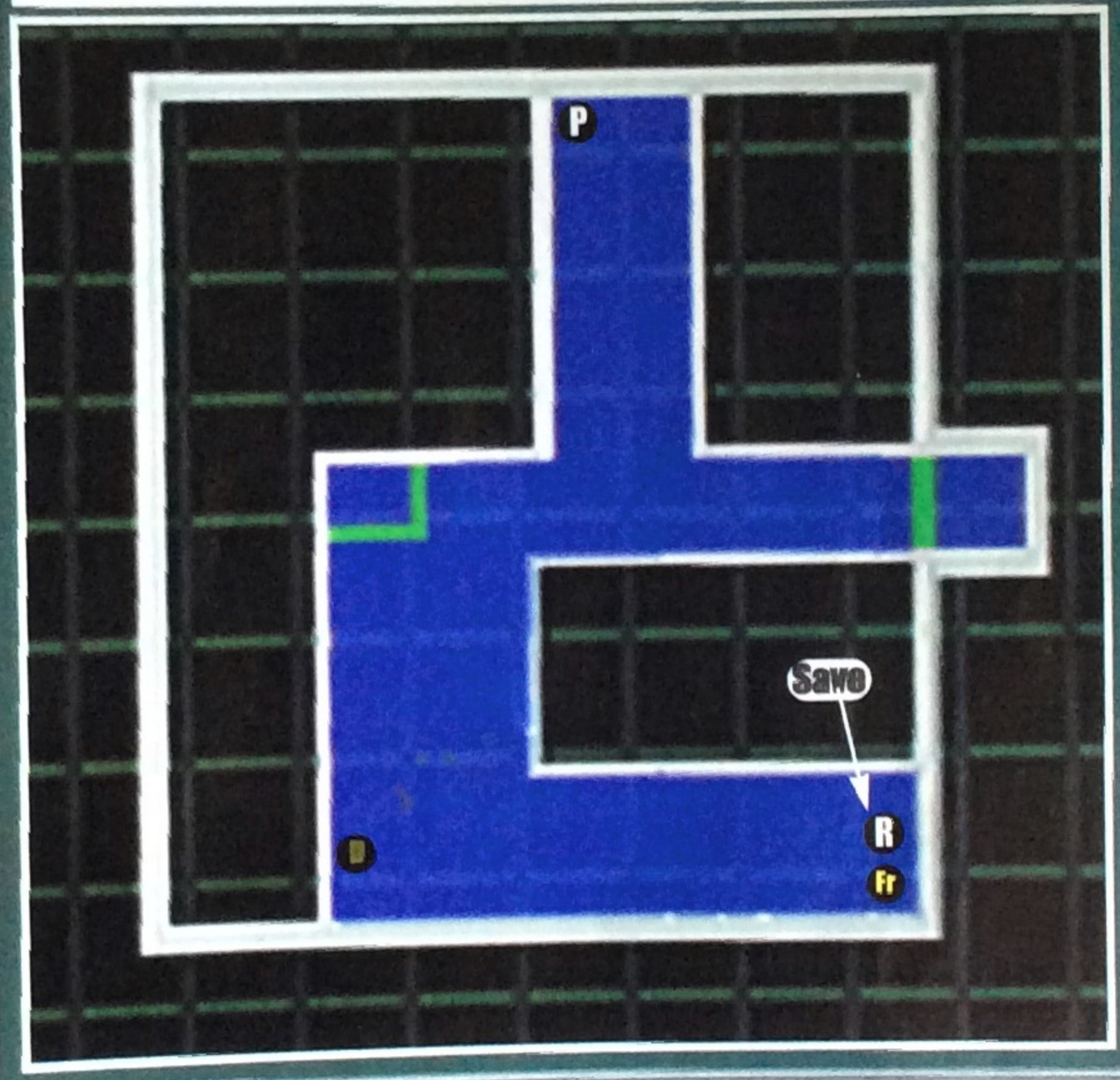
Survival Horror Tactics

Claire



Though a very small room with no enemies at all, Laboratory B-2 can be considered the center point to access many of the labs levels. You'll be passing through this sector often, so get familiar with the area.

Laboratory B-2



Items Key



R x1 Ribbon



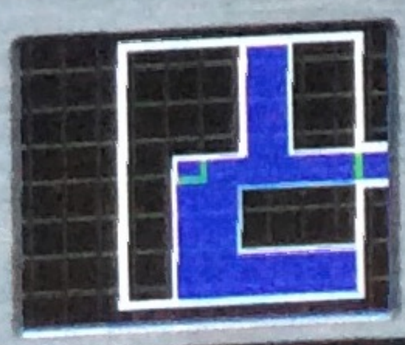
B x1 Gas Report



Fr x1 Flame Rounds

Key P·Puzzle

Sewage Disposal



Equipment
Flame Rounds
Ribbon
Research Paper

Make sure you push the movable box onto the lift, for it's an important step in your progress. In the back lies a typewriter and a Ribbon. A dead body with papers about a P. Epsilon gas is also found here. Your next destination is the lift to B-3.

200-5



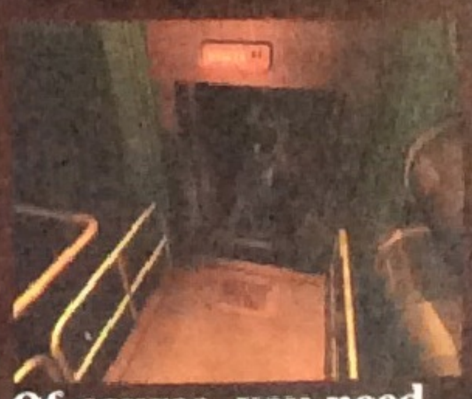
Move the box onto the lift and descend down. Once on the new level, search for the few items in this area.

GOLD 200-5



Move this box toward these boxes. This will allow you to go to the platform, and to the Power Key door.

200-5



Of course, you need the Power Key to open that door. Since you don't have it, head toward this lift, and advance onward to B-3.

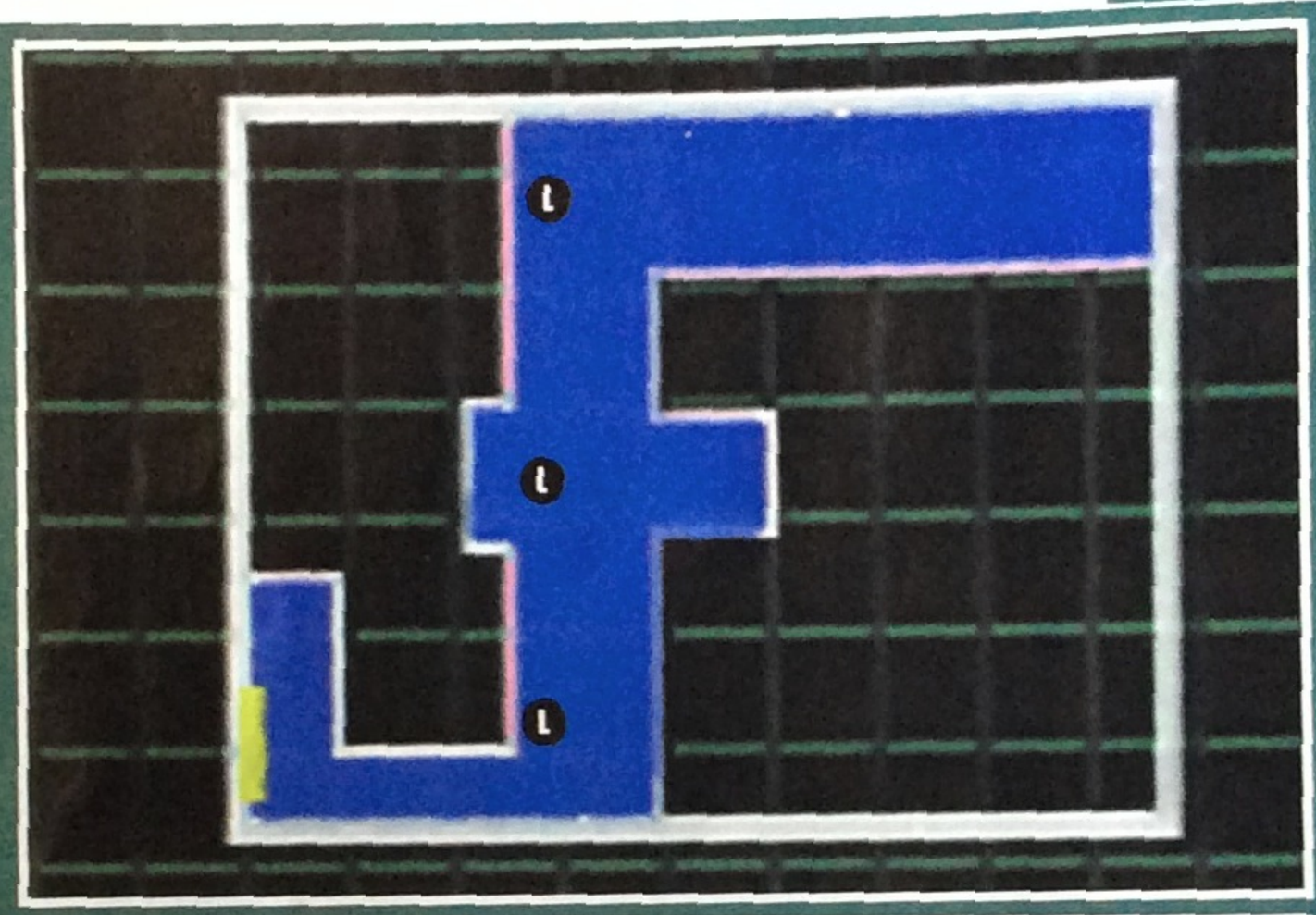
Laboratory B-3

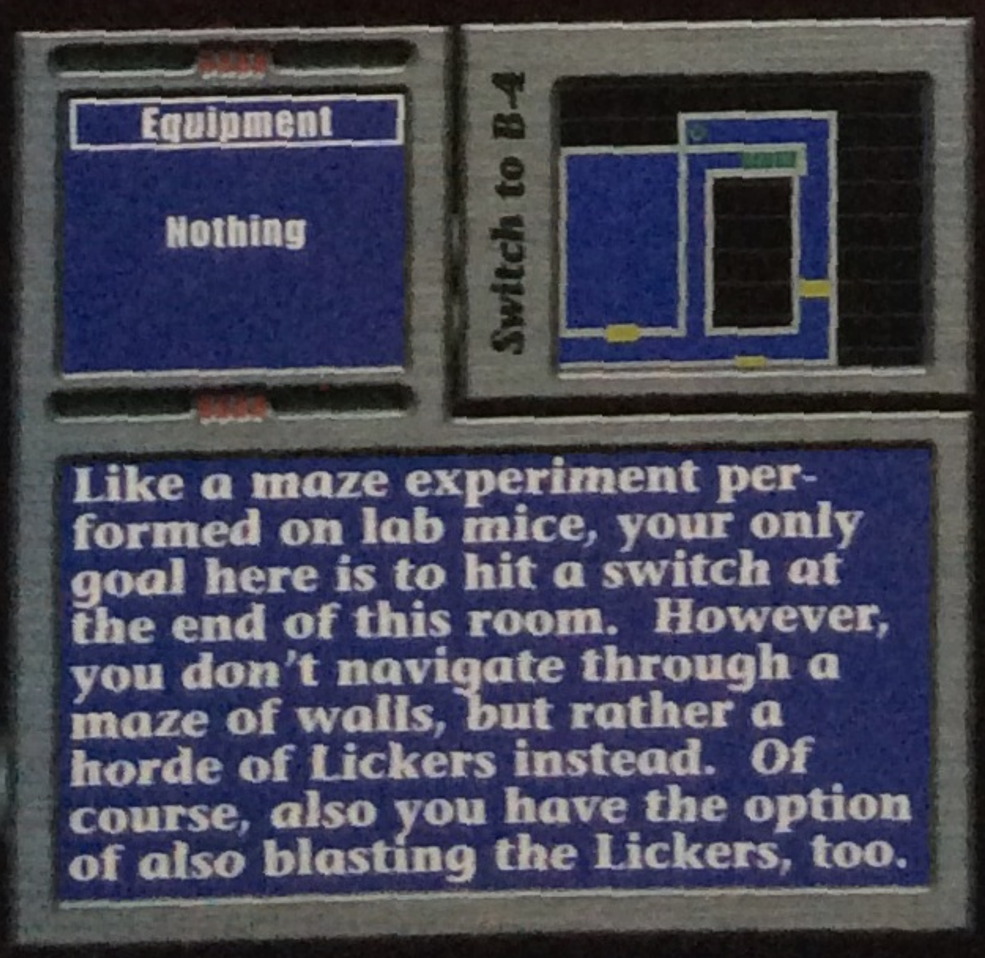
Survival Horror Tactics

Heading down to this area, you'll be reminded that carrying heavy artillery (i.e. Grenade Launchers) from this point on would be vital, especially since creatures like the Lickers are deadlier than ever.



Laboratory B-3





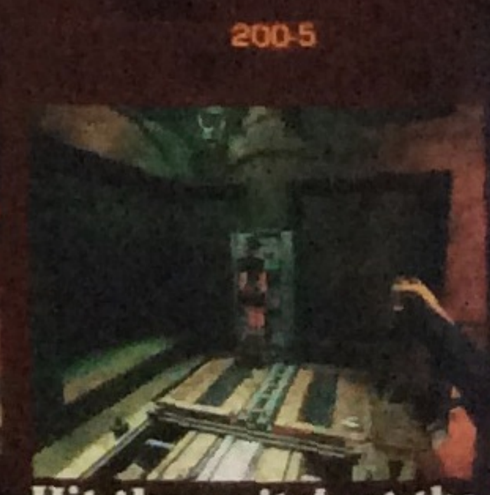
Like a maze experiment performed on lab mice, your only goal here is to hit a switch at the end of this room. However, you don't navigate through a maze of walls, but rather a horde of Lickers instead. Of course, also you have the option of also blasting the Lickers, too.



Coming down the lift, there's only one path to take, so head toward the left path.



Three Lickers are here. Since you won't be coming back here, you can avoid them and save ammo... or not.



Hit the switch at the end of the room. This will unlock the doors to the elevator on B-1 (the door you couldn't open). So head back to B-1.

Laboratory B-4

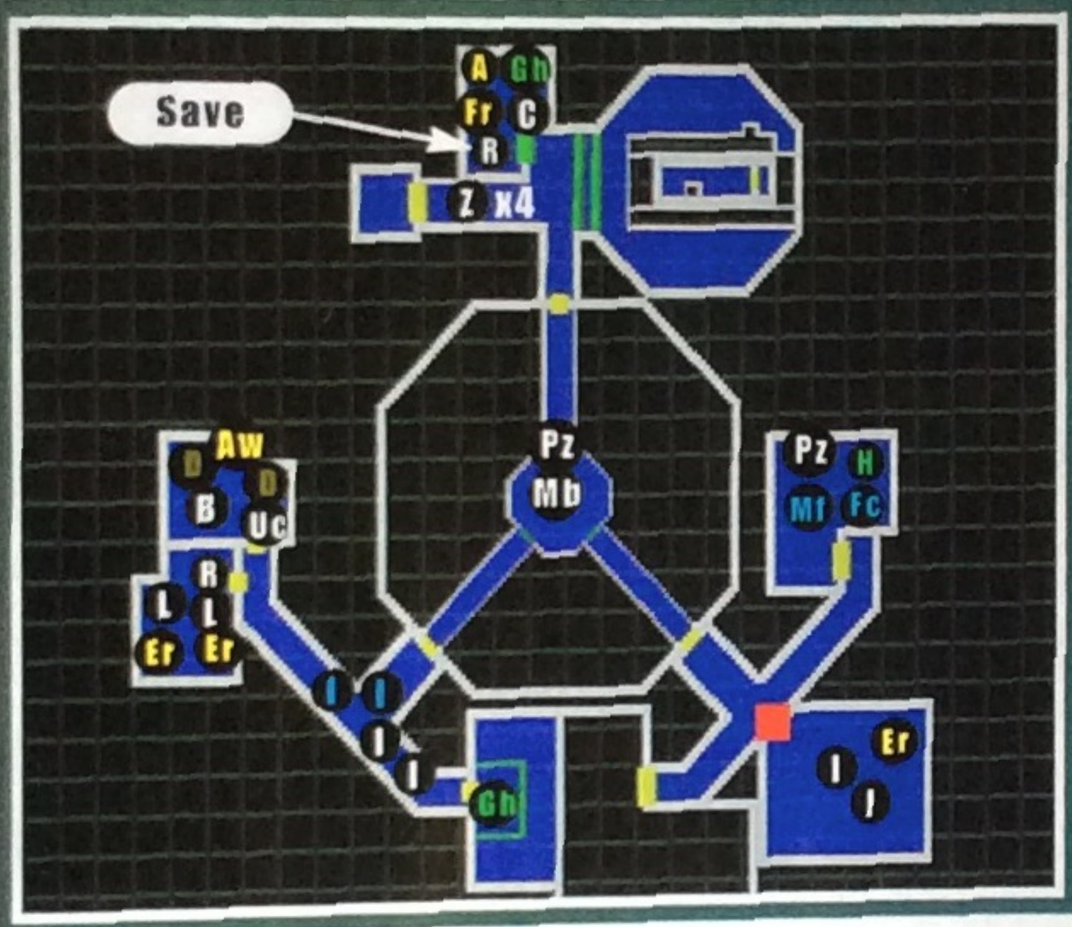
Survival Horror Tactics

Claire



From Laboratory B-3, you'll go up to B-2, then up to B-1, then down to B-4... lost yet? But put your compass-bearing tasks on hold; there's much more to lose here than simply your way...

Laboratory B-4



Key

Z •Zombie C •Chest B •Blue Bush L •Licker I •Surprise Ivy

I •Ivy Mb •Main Breaker Lab 1 Door Pz •Puzzle

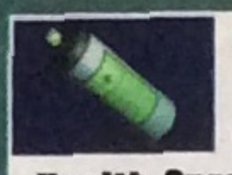
Items Key


Fr x1 — Fire Rounds


Fc x1 — Fuse Case


Mf x1 — Main Fuse


Er x3 — Grenade Rounds


H x1 — Health Spray


Gh x2 — Green Herb


R x2 — Ribbon


Uc x1 — Red Umbrella card


A x1 — Hand Gun Bullets


D x1 — Lab Procedures


Aw x1 — Arrows


D x1 — GUEST Paper

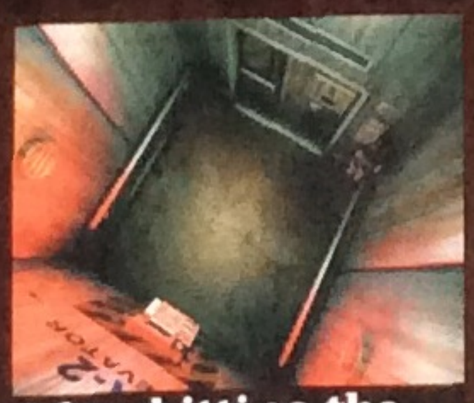
200-5 GOLD 200-5 200-5

Equipment

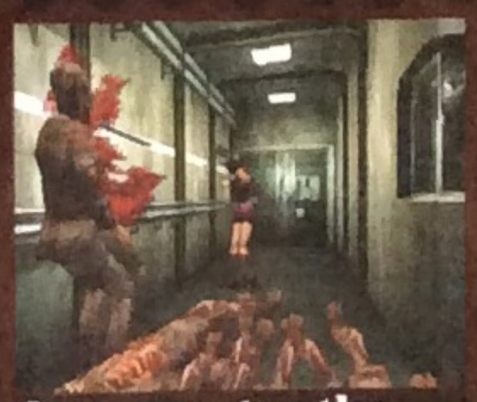
Flame Rounds
Hand Gun Bullets
Green Herb
Ribbon



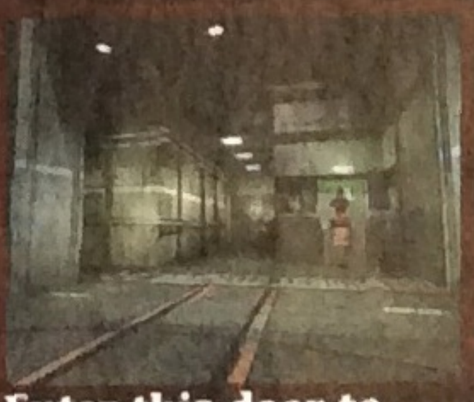
From Laboratory B-3, backtrack until you're back to the B-1. Enter the elevator you couldn't access at first, which will take you to B-4. When you enter the hall, take out the zombies that greet you. Explore the area, and don't neglect the Storage room.



After hitting the switch in B-3, you'll be able access this elevator on B-1. It will take you to Laboratory B-4.



As you enter the hall, take out the numerous undead. The elevator compartment is ahead but Sherry is not there.



Enter this door to find a storage room. You'll find Flame Rounds, a Green Herb, and in the locker will be Hand Gun Bullets. Save and store here.

Equipment
First Aid Spray
Fuse Case

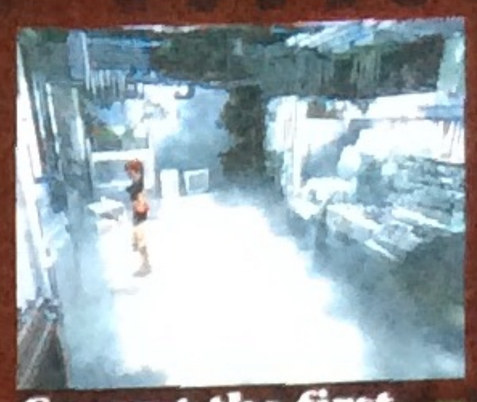
East Area



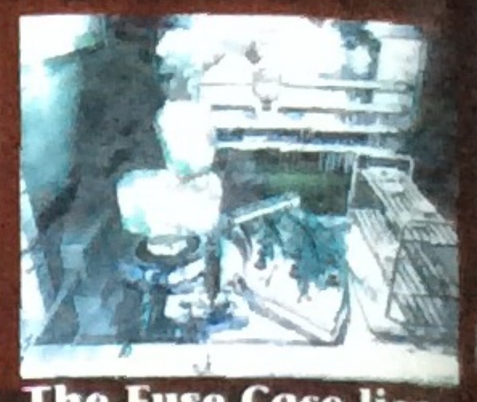
Leaving the Storage room, head left down the hall. You'll come upon the Main breaker unit without the fuse. To rectify this, head to the East Area, into the frozen lab room. You'll find a First Aid Spray here, and the Fuse Case. Take the Fuse Case to the computer where it will combine it with a fuse. Take the end result, the Main Fuse, back to the Main Breaker and once inserted, power will be restored. Once done, go back into the West Area to the door needing a hand print. If you did the hand print door with Leon, do it with Claire. You'll find some zombies and be rewarded a Submachine Gun.



When you enter the Main Breaker room, you'll find that a fuse is need to restore power. Thus, proceed to the East Area (left).



Go past the first two doors to the end of the hall-way. Here, you'll find the frozen lab room. Take the First Aid Spray.



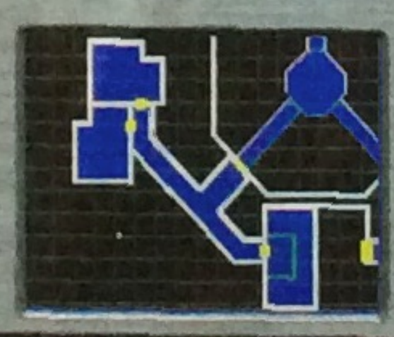
The Fuse Case lies near the First Aid Spray. Take the Fuse Case to the comput-er terminal, which will create the Main Fuse for you.



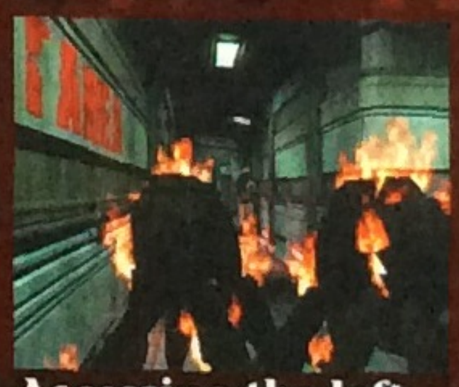
Go back to the Main Breaker, and insert the fuse. Viola! From here, you'll want to send Claire to the west where it's best...

Equipment
Umbrella Card
Bow Gun Bolts
Grenade Rounds X2
Ribbon
Lab Procedure
User Register

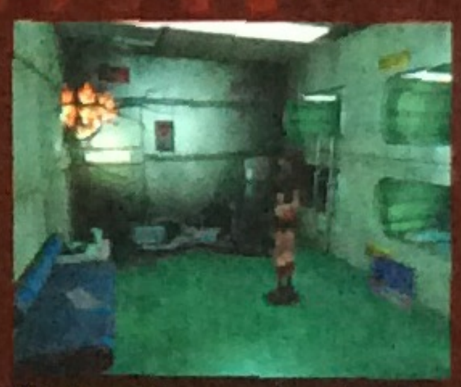
West Area



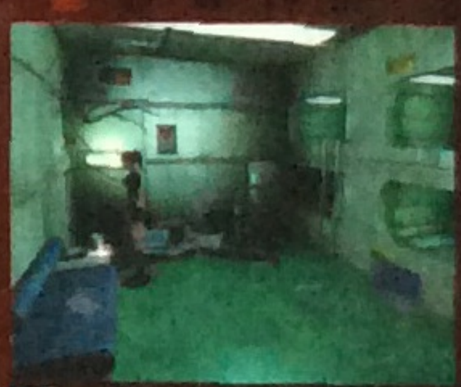
Once you've restored power to this area, head to the West Area. Accessing the door to the left side will release two plant creatures; both not very friendly. If you have the Grenade Launcher, Flame Rounds will kill them in one shot. Go back to the right and enter the only unlocked door of two. Here, you'll have to take out the vegetal tentacles from the shaft, either with Flame Rounds, or activating the gas agent from the computer and using the lighter. The Umbrella Card is here, as well as Bow Gun Bolts in the closet. There are also two documents to retrieve. Now go up to the shaft, and into the next room where two Super Lickers will attack. A Ribbon and Grenade Rounds can be found here.



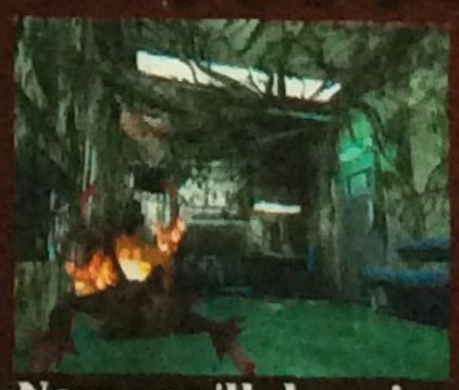
Accessing the left hand door will release the two plant monsters. Use Flame Rounds to kill them quickly.



Enter the unlocked door int the East Area. Shoot the ten-tacles with Flame Rounds, or turn on the gas agent and with a lighter, light the plant



The Umbrella Card is yours, as well as Bow Gun Bolts in the closet, and two documents. When done, exit through the shaft.



Now you'll drop in on some Super Lickers. Take them out so you can take your time explor-ing the room.



Retrieve the dou-ble Grenade Rounds and Ribbon, and pro-ceed back to the left of the hall. Enter this door...

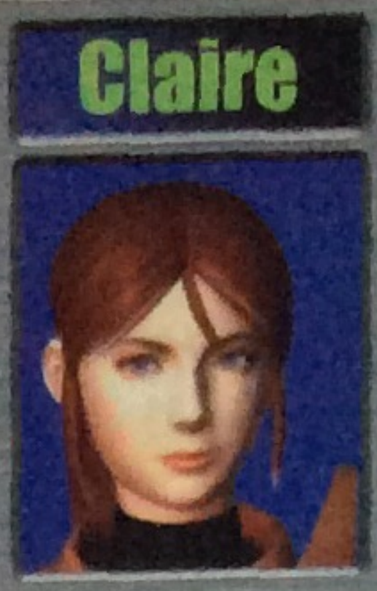


...where you'll find another plant bad-die, and a huge mutant fern. Take out the smaller one and go down the ladder.

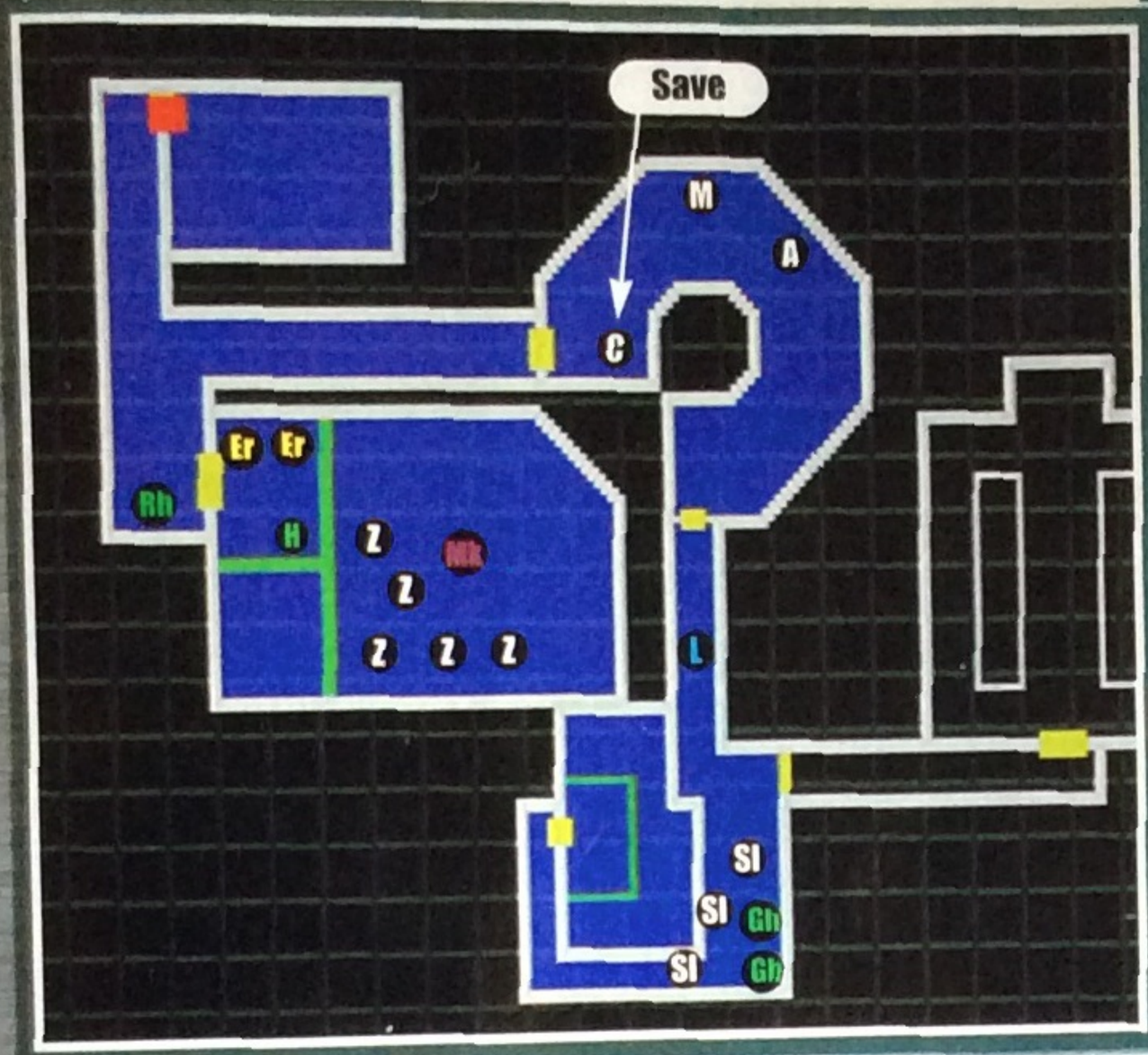
Laboratory B-5

Survival Horror Tactics

This is the lowest level of the Laboratory, and you'll soon be nearing the end of your journey, regardless whether you live or die. You'll learn many things, including the location of the G-virus... as well as Mr. X.



Laboratory B-5



Items Key


Er x2 Grenade Rounds


H x1 Health Spray


Mk x1 Machine Key


Gh x2 Green Herb


Rh x1 Red Herb

Key

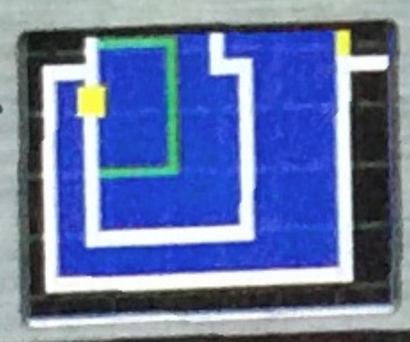
Z •Zombie L •Licker C •Chest

Lab 1 Door Sl •Super Licker

A •Annette M •Map

Equipment

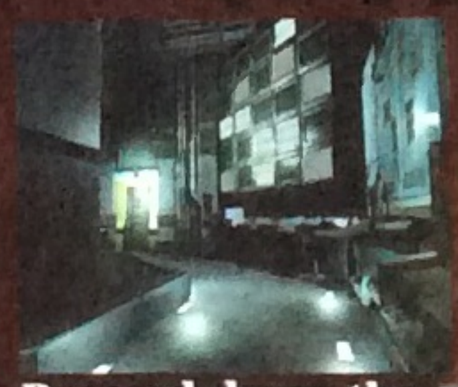
Green Herb X2
Red Herb
Lab Map



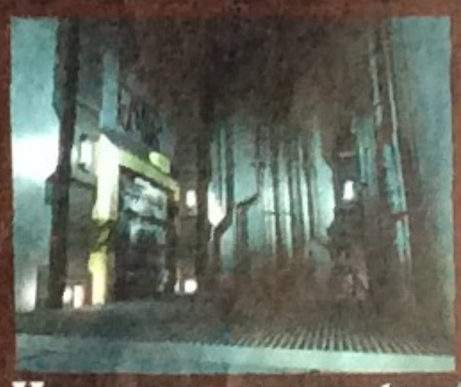
Prepare for some hardcore blasting as you enter B-5. Three Super Lickers start off things, one ambushing you from the ceiling. After contending with these fiends in the hall, grab the Green Herbs in this room if you got hit, and go to the Monitor Room. Here you'll find a map of the Laboratory levels. Continuing on to the newer areas, you'll come upon two paths. Avoid the egg-infested path and go through the vault double doors to the left.



Entering the new area, your Super Licker friends will want to make quick work out of you. Take them out with the Grenade Launcher.



Proceed down the hall, into the Monitor Room. You'll find a map to the labs here, Move on to the new door near the Storage chest.



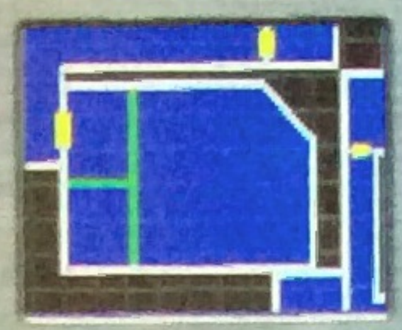
Here, you can go to the right, where an egg-infested doorway broods dog-sized maggots. You'll need the Umbrella Card to get in, but it's not worth it. So, just head left, to the double vault doors just past the Red Herb.

Equipment

Grenade Rounds X2

Power Room Key

R & D Lab

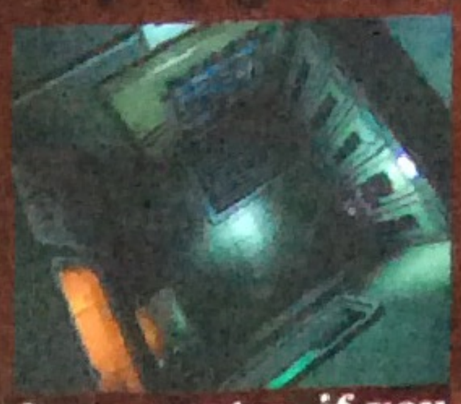


Going through bank-like safe doors, you'll be in a small room. There's a typewriter here, and if you have the Weapon Box Key, you'll be able to get the Grenade Rounds from the lit locker. Otherwise, enter the auto-opening doors, blast a zombie here and there, and don't forget the Power Room Key in the larger room of the R & D Lab.

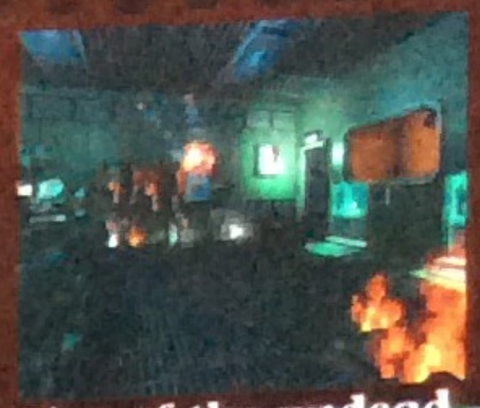
Required



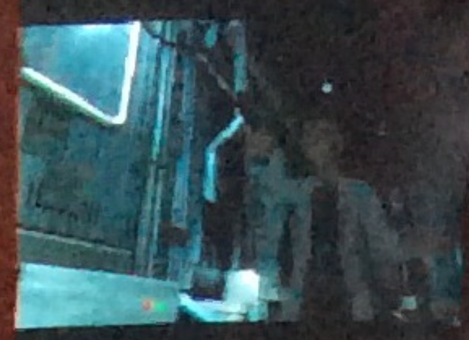
Weapon Box Key



As you enter, if you have the Weapon Box Key, you can get the double Grenade Rounds from the lit locker.



Five of the undead kind reside in these chambers. Time for some blasting, especially if you got the Grenade Rounds.



Before leaving the R & D Lab, make sure to grab the shiny Power Room Key. Going back to the Monitor Room, Annette isn't happy.



She demands to know where her daughter is. When she brings up the video screen, Mr. X is chasing Sherry. Finally telling Claire that Sherry's pendant holds the G-virus, you take off to the Power Room.

Laboratory B-1

Survival Horror Tactics

Knowing the danger of Sherry having the G-virus, as well as if Mr. X gains the G-Virus, you quickly race back to the Power Room, in the hopes of stopping Mr. X, even though you're not sure how...

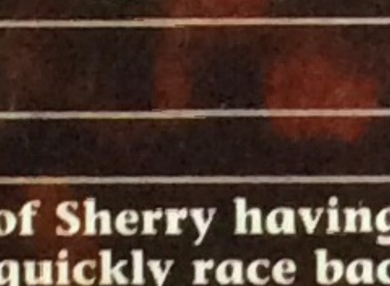
Claire



Equipment

Nothing

Power Room



Remember that box you pushed in B-2? Well, walk up to the next box to the Power Room. Here, use the Power Room Key, where you'll see Sherry being chased by Mr. X. Sherry will throw the pendant to Claire, who in turn, throws it into the scorching vat. Mr. X will dive for it, which causes a system-wide malfunction. Time to get the sam hill out of here!

Required



Power Room Key



Get back to B-1, then use the lift to go down where you moved the box. Now step up the box and go to the Power Room.



Mr. X simply wants the G-virus, so Claire throws it over the railing. Mr. X stupidly follows it.

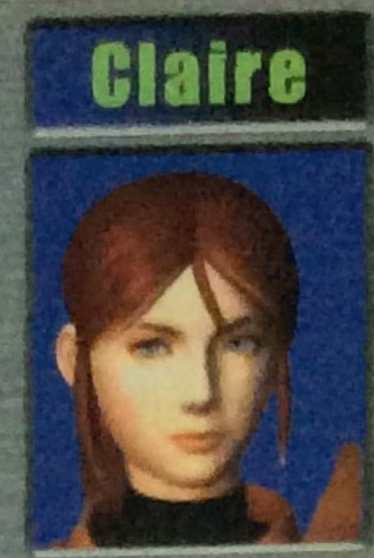


A system malfunction occurs, and the auto destruct sequence will commence. Run out through the Power Room door.

Laboratory B-4

Survival Horror Tactics

With the Laboratory's imminent destruction, you're going to have to get out of here fast. But don't forget Sherry, and this time, she won't disappear from you. But where could Sherry be?







Leaving the Power Room, you get a feeling that Mr. X still lives. Worse yet, the computer will soon begin it's countdown to an auto-destruct sequence. You know Sherry is still alive, and perhaps her mother, too. But when you finally find both of them near the Main Breaker on B-4, you know Annette is dying. You'll see a sequence of Annette's final good-byes to Sherry. But as sorry as you are for Sherry, both of you have to get out of here.



Well, at least Mr. X won't be coming back no more... or does he still live?



When you leave the Power Room, you're going to have to frantically search each Lab level for Sherry.

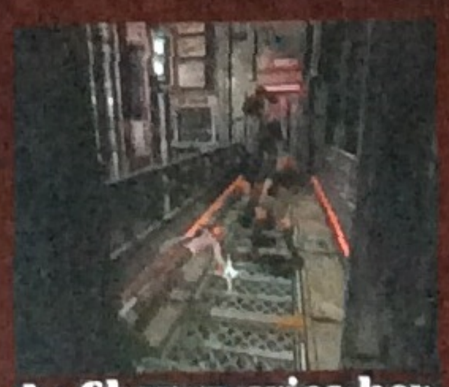


Eventually, you'll find her here, on the B-4 Main Breaker room. Though it's a teary moment, you have to get out of here.

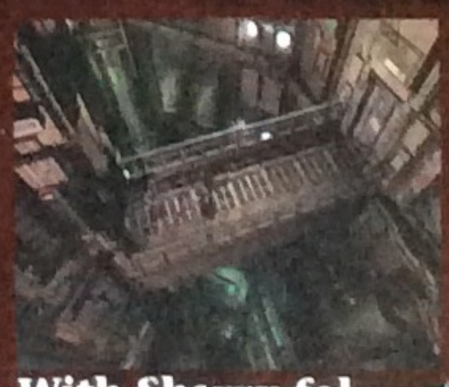




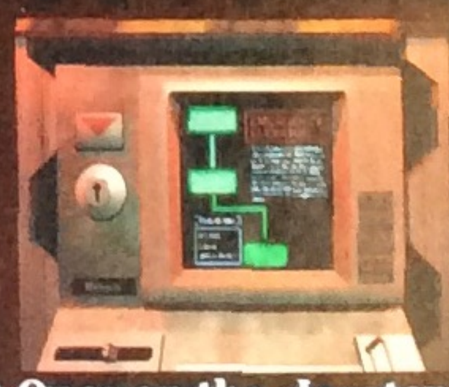
As Sherry's final sobs begin to silence, grab the sparkling Master Key to the emergency passage. Though a gun is also on the ground, it's out of ammunition. Head back to the B-4 elevator and access the back panel. Using the Master Key, you'll be descending to the emergency passage, hoping that this nightmare will finally end very soon.



As Sherry cries her last tear, and Annette breathes her last breath, grab the Master Key from the ground.



With Sherry following, run to the B-4 elevator. Make sure not to run too fast as Sherry has short legs.



Once on the elevator, use the Master Key to access the emergency passage, which leads the final stages of the game.

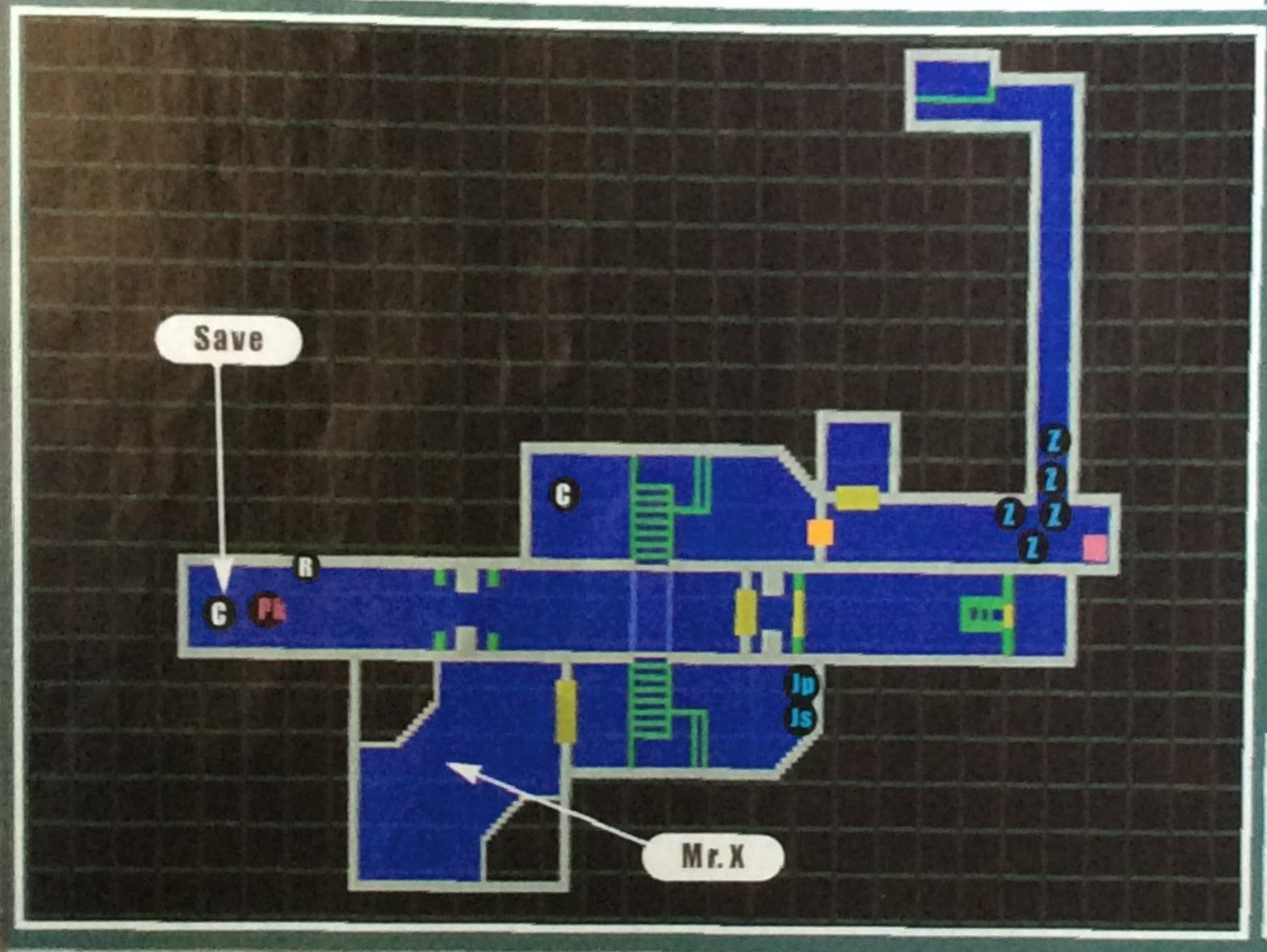
Transport

Survival Horror Tactics

Accessing the emergency passage will lead to the emergency transport vehicle. Though the power is out, it can be easily fixed. Don't be to optimistic, as the final battle for survival takes place.



Transport



Items Key









Key

Z •Zombie C •Chest
•Gate Switch
•Platform Key Door



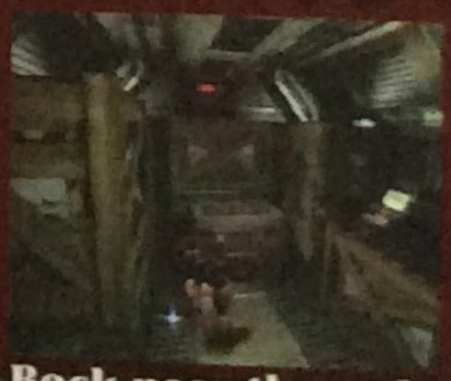
Coming out of the elevator, you'll find the train to get you out of here has no power. To fix that, go to the back of the train, and grab the Platform Key. There a Ribbon, typewriter and chest are also found. Save a game and make sure to grab your Grenade Launcher, and lots of herbs.

200-5



Enter the train, where you'll tell Sherry to stay here while you find a way to start this dang thing. Move to the back of the train.

GOLD 200-5



Back near the end of the train, you'll see the Platform Key. Grab that and save a game here. Grab your best weapon and herbs... you'll need 'em.

200-5



Go outside the train, toward the back. Use the Platform Key and go over the stairway bridge to the other side. When you go through the Platform Key door, a five min. countdown will start.

Equipment

Joint P Plug

Joint S Plug



Once over to the other side, go to panel which houses the Joint N and Joint S Plugs. Take these plugs and go to the back room. There you'll find two empty sockets. Place them and you're ready to get going...but unfortunately, Mr. X doesn't think so. He'll return again, in fiery style, and will proceed to impede your escape. Hopefully, you brought a lot medical items, cuz his attacks are extremely quick. As it takes longer to kill him, you realize that you might need something with a little more kick than your Grenade Launcher.



After crossing the stairway bridge, turn left to where the power plugs of the train are. Remove them and head to the back.



Go through the door, and you'll find two sockets which will enable power to the train. Insert the plugs and get going.



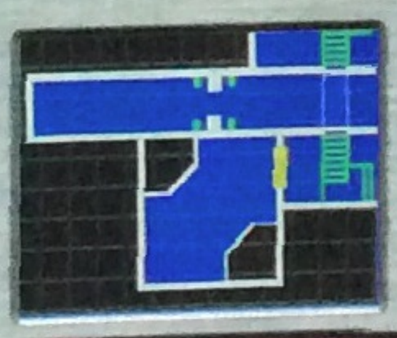
Unfortunately, Mr. X has something to say about that...and do. And this time there's no knocking him down with five grenade blasts.



Mr. X's attack will cease becoming slow. If you get to far from him, he'll dash with a wide slashing attack. It also seems that your grenade launcher blasts have little affect.

Equipment

Rocket Launcher



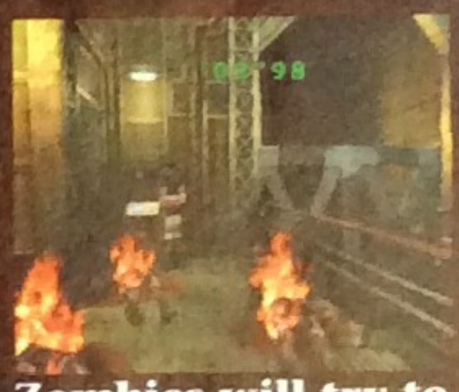
Lucky for you, a mysterious woman drops a Rocket Launcher to you. She'll drop it either after a minute passes and you're still alive, or if you get two or three clean shots on Mr. X. One true shot will finally kill Mr. X, but you only have two rounds. After killing him, race back to the front of the train. There will be zombies to contend with but you need to turn on the switch to the gates. Do that and get back on the train to the front. Push the lever on and you're almost home free. One more large evil resident will make a last ditch attempt to stop you from getting away: G-Type , formerly William.



An unknown ally will drop you the powerful Rocket Launcher. Quickly grab it and get a clean shot; you only get two.



If you're aim is good, one shot will kill Mr. X... for good. Now head right to the front of the train.



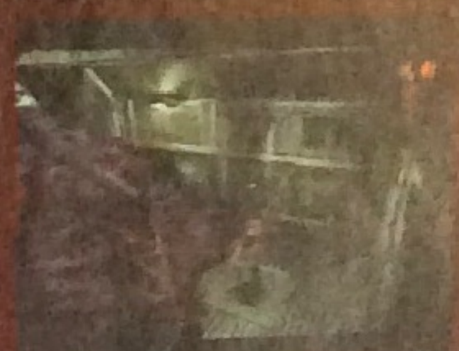
Zombies will try to stop you. Take as many as you can, but get the gates open by activating this panel. Get back in the train...



... where you'll go to the front to start up the engine. But things are far from over as G-Type will attack.



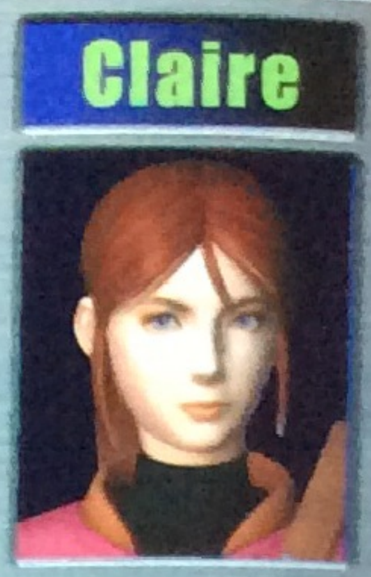
Get as far back as you can, and keep plugging Grenade blasts at it. It's slow and won't really hurt you from far.



Finally, after a few Grenade shots, it will turn into a fleshy pile of decaying goo. Now, grab the popcorn for the cool ending!

Quick Walkthrough

Survival Horror Tactics



Don't feel like flipping through pages of pictures and text? Here's two very brief pages designed to guide you through the whole game without a single page turn. Also, if you're trying to finish the game in record time, look no further.

1) Enter Gun Shop. Cinema of talking to Owner. Leave before he's attacked.

2) Enter R.P.D. and go in the second door on the left. Talk to the wounded R.P.D. Officer and get the Blue Card Key.

3) Use the Blue Card Key on the computer in the Main Hall to unlock the two side doors.

4) Enter the first door on your left (when you first enter the Police Station) and pass through the first Storage Room. Keep running down the Hallways until the Licker attacks. Run around the Licker and keep going through the halls until you reach the stairs. Take that flight of stairs to the second floor. Do the Pushing Statue Puzzle to retrieve the first Red Jewel.

5) Go through the door and left into the S.T.A.R.S. Room. Inside, pick up Chris' Diary, then the Unicorn Medal, and the Grenade Launcher in the cabinet.

6) Retreat back down the stairs all the way to the Main Hall. Use the Unicorn Medal on the Fountain to pick up the Spade Key.

7) Use the Spade Key to unlock the File Room where the Licker fell on you. Inside the File Room, push the step ladder to pick up the Crank.

8) Go back to the stairs and take them up to the second floor. This time, continue past the S.T.A.R.S. Room and use the Spade Key for the last time on the door at the end of the hall. Cinema meeting up with Leon.

9) Pass through the door in the hallway where Leon is standing to enter the Library. Do the moving bookshelves puzzle to acquire the Serpent Stone.

10) Exit the Library from the bottom floor door (not the one you came in from) and lower the ladder to the first floor in the Main Hall. Enter Storage Room 3 on the right side of the Main Hall (2nd Floor) and pick up the Lighter.

11) Make a right as soon as you exit the other side of Storage Room 3. Go through a door, and keep running down the Crow Hallway and through that door to the burning helicopter outside area. Take the stairs down to the second City Area. Enter the Cabin on the other side of the City Area and pick up the Valve Handle and Bow Gun.

12) Backtrack up the stairs to the outside burning helicopter area. Use the Valve Handle on the pipe to the left of the Burning Helicopter to douse the flames.

13) Run back through the Crow Hallway and follow the next hallway until you reach the first half of the helicopter wreckage. Enter the room to the right of the Helicopter and pick up the Diamond Key. If you have the first Red Jewel on you, place it in the bust.

14) Return through the hall back to Storage Room 3 then out into the Main Hall. Take the ladder down and enter the first door on your left again (the original Storage Room). Pass through Storage Room 1 and the next hallway. In the second hallway, enter the debriefing room. Use the Lighter on the fireplace in the back to receive the second Red Jewel.

15) Make an immediate right after leaving the Debriefing Room and then another right as soon as you pass through the next door. Use the Diamond Key to unlock that door at the end of the hall. Enter the Locker Room and pickup the C4 (use the lockpick on the locker on the left hand wall).

16) Unlock the remaining door in the Locker Room and pass through it into the room where you first met the R.P.D. officer. Revisit him, then take the detonator on the desk next to him.

17) Exit the door in that room to the Main Hall. Take the ladder up to the second floor. Make a right and enter Storage Room 3. If you haven't placed the first Red Jewel yet, take it out of the Storage Chest so you're carrying both Red Jewels. Exit the Storage Room from the other door and make a left. Hang a right at the helicopter and place both Red Jewels in the busts to pick up the Half Jaguar (Blue) Stone.

18) Leave that room and combine the detonator with the C4. Use that at the site of the helicopter wreckage to blow a hole through the wall.

19) Enter that new doorway into the Taxidermy Room. Cinema with Police Chief Irons.

20) Leave through the other door of the Taxidermy Room and chase a mysterious person to the dark room. Flick on the light switch to reveal Sherry. Cinema with Sherry.

21) Return back to the Taxidermy Room and pick up the Heart Key on the desk.

22) Exit the Taxidermy Room the way you came. Run by the doused helicopter down that hall and into the Crow Hallway. Unlock the door in the middle of the Crow Hallway and take the outside stairs down to the first floor. Make a right immediately after re-entering the Police Station. Follow the hallway straight and use the Heart Key to unlock the door at the end of the hall (this will remove it from your inventory). Do not go in the Heart Key door.

23) Turn around and make a right. Pass through the East Office (full of Zombies) and go through the double blue doors. Make a right from there and another right around the corner. Follow that hallway to the end and enter the next hallway. Make a left around the corner and keep walking straight until you reach the Diamond Key Door. Use the Diamond Key for the last time and enter that room to pick up the Eagle Stone.

24) Backtrack through the two hallways and the double blue doors to the East Office. Go back to where you used the Heart key and now pass through that door. Take the stairs down to the Police Station Basement. Make a left at the fork and follow the hallway to the end. Through that door, follow the next alley all the way to

the manhole. Take the manhole down to Sewage Disposal. Enter Storage Room 4 and exit it. Cinema with Sherry.

25) Control Sherry and go up the lift. Hang a right around the corner and go straight into the Crate Puzzle Room. Do the Crate Puzzle and run across to get the Club Key.

26) Return to where you first controlled Sherry. Cinema of Sherry throwing items over. Pick up the Club Key as Claire. Return to Storage Room 4 and pick up the Lighter if you don't have it already.

27) Take the manhole ladder back up to the Police Station Basement. Through the door, use the Club Key to unlock the first door on your left (Autopsy Room). Enter and pick up the Red Card Key.

28) Make a left after leaving the Autopsy Room and enter the first door on your right, the Generator Room (Note; do not make a right at the turn). Do the Generator Puzzle to power the Card Reader for the room next door.

29) Exit the Generator Room and make a right. Use the Red Card Key on the reader to enter the room. Pick up the Submachine Gun and the Sidepack.

30) Make a left once you step outside that room and a left at the turn. Take the stairs back up to the 1st Floor. Go back through the Heart Key Door and through the East Office and the Blue Double Doors again. Make a right and follow those two hallways to the end. Use the Club Key on the door at the end of the second Hallway. Enter, and use the lighter to obtain the Golden Cogwheel.

31) Backtrack through the two hallways all the way to the end. Take the door on your right out into the Main Hall. If you don't have the items already, drop by Storage Room 1 to pick up the two and a half stones, Golden Cogwheel, and the Crank. Take the ladder up and make a left entering the Library. Take the stairs up inside the Library and exit the door to the Main Hall 3rd Floor. Follow the walkway and enter the door into the Gear Room. Use the Crank to lower the staircase.

32) Take the staircase up and use the Golden Cogwheel to open the secret panel. Take the other half of the Jaguar Stone.

33) Backtrack to the Main Hall 2nd Floor and pass through Storage Room 3. Make a left and walk by the helicopter to the Taxidermy Room. Solve the Painting Puzzle with the three complete Stones.

34) Enter the secret door, and take the elevator down to B1. Cinema with Chief Irons.

35) Take the ladder down to the Sewage Disposal level. Fight "Baby" Boss.

36) Flick switch to lower ladder. Take that to the dead end (sewer door). Go back for Sherry and return here. Cinema with William walking above.

37) Sherry falls down vent. Control Sherry and run through Storage Room. Crawl through vent into adjacent room. Pick up Wolf Medal. Cinema of Sherry falling again and William coming.

38) Control Claire. Enter Storage Room 5. Take Valve Handle out of Storage Chest. Go down the Lift, make a left around the turn, through the door, make a right, then a left. Through the other door, make a left and go through that door. Cinema with Annette Birkin.

39) Use the Valve Handle at the edge of the chasm to lower the Bridge. Cross and use the Valve handle to raise the bridge again.

40) Go through the door and kill the "Alligator" Boss.

41) Rescue Sherry, pick up Wolf Medal and take ladder up to Sewer B1. Cross the bridge, make a left and pick up the Eagle Medal.

42) Follow the walkway to the fan. Use the Valve Handle to turn off the fan, then climb the ladder and go through the vent.

43) Coming out of the vent, make a left, then another left. Through the door, head straight and do the Waterfall Puzzle with the Eagle and Wolf Medals. Go through that hallway to the tram.

44) Take the tram to the Vacant Factory. Once outside the tram, make a right, go through the door, right at the fork, through the door, make a left and another left. take the ladder up to the Storage Room. Make a right out of the Storage Room and head towards the train elevator. Go inside and pick up the Control Panel Key.

45) Use the Control Panel Key on the panel just outside the train. Cinema of Elevator and Sherry being sick.

46) Boss "William."

47) Exit Storage Room and make a right. Pass through the door into the Hub of Lab B-4. Take the left fork, through the door, make another left into the Freezer Room. Pick up the Fuse Case.

48) Use the Fuse Case on the machine in the Freezer Room and take the Main Fuse.

49) Backtrack to the Hub and use the Main Fuse to turn on the power.

50) Take the right fork out from the Hub and go through the door. Use the switch to open the door revealing the Ivy.

51) Through that room, take the ladder down to Lab B5. Hang two lefts and go straight through the C Room. Go through the door next to the Storage Chest in the C Room. Down that hall, make a left and enter "P Lab." Pass through the Weapon Box room and pick up the Umbrella Card Key in the "main P Lab."

52) Exit "P Lab." Cinema with Annette Birkin.

53) Follow Annette down the hall to the C Room. Cinema of Annette's death.

54) Backtrack through the C Room and through the waiting room. Make a right around the corner and another right. Take the ladder up. Make a right and then another right. Through the door into the Hub of Lab B-4. Take the left fork. Pass through a door. Use the Umbrella Card Key on the door in front of you.

55) In the V.A.M. Room, turn on the lights, then take the Vaccine Cartridge and place it in the machine.

56) Turn on the V.A.M. machine from the panel to your right. Then return to where th Vaccine Cartridge was and pick up the Base Vaccine.

57) Pick up the M.O. Disk in the V.A.M. Room also.

58) Exit the V.A.M. Room and go straight through the door into the Hub. Take the right fork and pass through that door. Make a left and take the ladder down to B-5. Make two lefts and pass through the Waiting Room, then the C Room. Go through the door next to the Storage Chest, down the hallway, and make a left into the "P Lab." Run through the Weapon Box Room into the main "P Lab." Use the Base Vaccine on the vaccine machine in the corner. Pick up the Vaccine.

59) Backtrack through the "P Lab," Weapon Box Room, make a right and another right. Down the hall into the C Room. Outside the C Room, follow the hallway and make a left. Use the M.O. Disk to open the door.

60) Down that hallway, open the door to your left. Walk to the end of the room. Flick the switch to the right of the elevator. Fight Boss "William" in his first form.

61) After hurting him badly, he will change into Boss "William" second form.

62) After killing his second form, take the elevator down to the transport. Follow the hallway to the ending CG.

Quick Walkthrough

Survival Horror Tactics



Still need some more help? Down below is a quick walkthrough of the important points in Claire R. Be advised that not all weapons or items are listed below. Only the key points and items needed to progress further into the game are presented.

1) Go opposite of the flames past all the zombies, to the right. Enter the door, and go to the right past two zombies. Enter the small room and get the Cabin Key. Go out of the room, across this area, and unlock the door using the Cabin Key.

2) Proceed here and get some items near the typewriter. Exit the door and go past all the zombies. At the end of this area, take the stairs up to the second floor. After some very cool FMV, take the only door off this area.

3) Proceed down the hall, past the crows. Go to the very end of the hall, and enter the door here. Run down the hall, into the next door avoiding the Licker. Go into this storage room and collect all the items, saving if you need to, and go out the door to the balcony, and access the the emergency ladder. Go to the other side of the balcony, either avoiding or killing the zombies, and take the Unicorn Emblem at the end of the balcony. Go back to the ladder and go down to Police Station 1F.

4) Grab the Grenade Launcher off the main desk, and proceed to the front of the fountain statue near the entrance of this floor and place the Unicorn Emblem on the round depression of the fountain. You'll receive the Spade Key. Go back up the ladder to Police Station 2F.

5) Proceed back into the hall where the crows are. Go to the opposite door and use the lockpick. Enter the door and go down the ladder to Police Station 1F.

6) At the bottom of the stairs, proceed through the door into the East Office. Go past the dead body into the office and grab the Valve Handle. Avoiding the zombies, go into the private office of this area, and open the safe with the combination 2-2-3-6. Grab the Grenade Rounds and Map, and exit this area by using the stairs you came from, and go back up to Police Station 2F.

7) Go back to the roof where the burning helicopter is, and use the Valve Handle to turn on the water to extinguish the fires. Go back inside where you'll get some FMV of the mysterious Mr. X. Return back into the hallway of the crows, where the walls will crumble to block the door to the roof. Walk in the hallway, where you'll face Mr. X (Note: every time you face Mr. X until the final battle with him, you don't have to fight him). Avoid him, and exit into the door where you first saw a Licker.

8) Go into the hallway, past the wrecked chopper cockpit, and enter the art storage room. Grab the Blue Key Card and leave as a Licker attacks. Head back down to Police Station 1F using the ladder from the balcony.

9) In the Main Lobby, go to the Main Computer using the Blue Key Card to open the hall doors. Enter the double doors where you'll find the combination to the safe in the East Office. Avoid the zombies, and exit to the hallway.

10) In the hall, find the door unlocked by the Spade Key and enter. Go to the end of this room, and push the step-ladder to the end cabinet. Climb up and grab the Lighter on the top of the Cabinet. Exit this room and continue down the hall, to a door which leads to another hallway. As you travel down the hall, two zombies will pop out of the boarded windows. Deal with them, and enter the double doors in this hall.

11) In this Debriefing room, head to the door next to the chalkboard. Enter this backroom and start a fire in the fireplace with your Lighter. Take the Red Jewel, and leave this room, heading to a new door at the end of this hall.

12) Enter where you'll find stairs to Police Station 2B. Under the stairs is a door to a storage room and a film room. Store most of your items (including the Red Jewel and Lighter), save a game, and move up the stairs to Police Station 2B.

13) In this hall, go to the statues and push the brown statue on the panel next to the door in this area. Push the gray one right across from the brown statue onto it's panel. Both statues should face each other, and the second Red Jewel will be yours. Grab it and enter the door at the end of this hallway.

14) Go into the hall and enter the door with the S.T.A.R.S. sign on it. Talk to Leon and get the Diamond Key and Bow Gun in this room. When you exit, a zombie will chase Sherry. Go back down the stairs you came up from, and store most of you items, except the Diamond Key, in the Storage/Film Room under the stairs.

15) Exit the Storage/Film Room, and turn left down the hall. Unlock the door at the end of the hall with the Diamond Key, and enter the new area. In this filing room, make sure to get the Plastic Bomb, unlock, and exit the new door.

16) In this West Office, avoid the zombies, enter the private office, and grab the Detonator off the desk. Exit by using the door to the left of the lockers. Now in the Main Lobby, head towards the other single door across you.

17) In this room, avoid the many zombies here and turn right down a hallway. Enter the door at the end of this hallway, where you'll be in another hallway. Go down till you see the first door in this hall. Unlock it and grab the Eagle Stone. Head back up to Police Station 2F Storage room.

18) Make sure to have the two Red Jewels, the Detonator and the Plastic bomb with you. Exit the Storage Room to the hall with the wrecked chopper. Combine the Detonator and Plastic bomb, and set it near the blocked off door. After it's clear, go back into the art storage room, and place both Red Jewels in the wall sculptures. Take the Half Jaguar Stone from the opened statue, and go back into the new hallway where the chopper used to be.

19) Enter the Chief's Office, then go to the door to the left. Go down the hall to the Chief's Art room. Go to the back, turn on the switch and meet Sherry. Go back to the Chief's room and take the Heart Key. Go the picture on the wall and slide it. Place the Eagle Stone in one of the three inserts. Exit the Chief's Office, move into the crow hallway and exit into the outside stairs.

20) Walk down the stairs to Police Station 1F. Enter the door to the back of the East Office, and unlock the door using the Heart Key. Enter the hall, deal with the dog, and go down the hall until you find stairs going down. Go down the stairs to Police Station B1.

21) Head down the hall and turn left at the intersection. Go down this path and enter the double doors at the end of the hall. Continue straight until you find a ladder down a sewer hole. Go down the hole to Sewage Disposal.

22) Go down the hall, and enter the door to the Storage Room. When you exit, you'll find Sherry. Then, Sherry will move into a ventilation shaft, at which point, you'll control Sherry. Take the elevator down to a new area.

23) Go straight and make a right out of this room. Avoid the zombies and enter the door. Go straight into the new room behind the Water Control Panel, and go down to the crates. Push the first crate you see into the upper right corner. Climb over the middle one until you're on it's left side and push it against the first one. Finally, push the last one into the upper

left corner. Go back up and turn on the Water Control Panel. Cross the crate bridge, and grab the Club key on the other side. Exit this room and go back to the elevator and go up.

24) Sherry will throw you the Club Key and leave. Leon will radio you and tell you the back part of the parking lot is now open. Take the Club Key and go back up the ladder to Police Station B1. Keep going straight down the hall until you find the Parking Lot door. Enter the Parking Lot, handle the dogs, and enter the door right of the S.W.A.T. van.

25) Entering the new hall, go through the first door you see. Go into this Jail Cell, and grab the Square Crank near the oil drums. Exit this room, and before you go back to the Police Station 1F, grab the Lighter.

26) From here, go down the hall back to the East Office. Head into the East Office and exit the double doors. Turn right and head down the hallway and enter the second hallway. Go to the very end of this hall where you'll find a green door. Unlock this door with the Club Key and enter.

27) Go to the end of this room to the cylindrical gas burner. Use the Lighter to start a fire, turn on the torches in this order; middle, right, and left. The Cog will drop from the picture across. When you go to get it, Mr. X will storm through the wall, grab the Cog and exit.

28) Keep going down the hall, and Mr. X will bash through the wall again. Deal with him, and go up to Police Station 2F using the Main Lobby ladder.

29) Turn left and enter the double doors to the Library. More zombies will infest the lower levels. Go up the stairs and move till you fall through the walkway. Go straight and push the red button. Move out of the room, and in front of the left-most shelf. Activate the shelf and move it right once. Move to the shelf to the right, activate the switch, and move the shelf right once. Grab the Serpent Stone and go back up to the stairs, and enter the right door.

30) Turn right, and enter the door to the gear room. Use the Square Crank, and climb the stairs. Go to the gears and insert the Cog. Turn on the machine, and get the second Half of the Jaguar Stone. Exit this room where you'll meet Mr. X again. Head back down to Police Station 2F.

31) Head to Storage Room, and get the other half Jaguar Stone. Combine to make whole. Make sure to have all three stones, and proceed back to the Chief's Office. You'll see Sherry again, and solve the Painting puzzle.

32) A secret door will open up an elevator. Take the elevator down to meet Chief Irons again. After G-Type I kills Irons, go down the ladder to the Sewage Disposal level and fight G-Type I.

33) Go back up Police Station 2F level and bring Sherry with you to Sewage Disposal level. Go to the end of the area where you fought G-Type I and activate the ladder switch. Go up and you'll see Mr. X walking above you.

34) Go through the large metal door of Sewer B-1 level. You'll lose Sherry, but continue down and turn right into a Storage room. Make sure to bring the Valve Handle, take the lift down to Sewer B-1 level, and meet Leon again. Turn left and enter the door Spider Sewers.

35) Go into the water and turn left. Move down till you find two bodies. Get the Wolf Medal from the bodies, turn around, and move down the sewer, past where you came. Deal with the spiders, and head towards the gated door.

36) Enter the door and run straight until you get to the waterfall switch. Insert the Wolf Medal, and enter the double doors across. You'll meet Annette, then run down to the large machine. Use the Valve Handle to bring down a bridge. Cross the bridge, go to another large machine, and send it back up. Exit to the Service Tubes.

37) Move down the Service Tubes till you come to a large door. Enter the Dump area, and climb up the stairs to Sewer B-1 level. Walk down the path and turn left to cross the bridge you sent up. Go all the way up till you find a dead body. Grab the Bird Medal, move back down, and cross the bridge.

38) Turn left to a ladder leading to the fan shaft. Use the Valve Handle to slow the fan blades, and crawl up the ladder. Go through the shaft and down the ladder to Sewer level B-2 into the Spider Sewers.

39) Make your way back to the waterfall switch and insert the Bird Medal. Go through the door, into a small cavern. Another door leads to the Trolley Station.

40) Find the Trolley Control panel and activate it. The Trolley will move towards you. Sherry will then come into the room. Move both Claire and Sherry into the Trolley, which will go to Vacant factory B-1 level.

41) Get off the Trolley and head to the door. Walk down the hallway, and turn left. At the end, you'll find a dead body with the Tazer Gun on it. Head back to the other hall, and enter the door.

42) Move down the hall and deal with the zombies. Turn left when you come to an intersection and go up the ladder to Vacant Factory 1-F level.

43) You'll climb into a Storage room. Go out of this room, and down the lift. Go to the metal door into a control room. At the end you'll find a monitor station, with the Control Panel Key. You'll encounter Mr. X again.

44) Head back to the Storage room, and find the Control Panel in the Storage Room. Access the using the Control Panel Key. Go back outside and head to the elevator compartment. Activate the switch and you'll go down. You'll fight G-Type II as you're going down.

45) Exit the compartment, and climb up to a vent shaft. You'll drop down to Lab B-1, so turn left and head towards the Chemical Storage.

46) Move the black box onto the lift. Turn on the lift and push the box right, towards another the lift to B-3. Then, when you come to a three-way intersection, push it up towards two immobile boxes. Head to the lift down to B-3 level.

47) Make you way to the end of this area and hit the switch to activate the B-4 elevator. Go back up the lift to Lab B-2, and up to Lab B-1. Go back where you fell from the shaft and take the elevator down to Lab B-4.

48) Go down the hall and turn right, to the Main Breaker room. Go into the Main Breaker and turn left to the East Area. Go to the frozen lab room and get the Fuse Case. Activate the computer across from the Fuse Case to get the Main Fuse.

49) Take the Main Fuse back to the Main Breaker, and insert the Main Fuse. Proceed to the right path into the West Area. Open the large door to the left and deal with the Ivys. Go through the door down the ladder to Lab B-5 level.

50) Move into the main room and through the door to the Monitor Room. Continue past the Monitor Room and head towards the R & D Lab Room. Turn right, go through the automatic door, turn left into the automatic door, and grab the Power Room Key in this area.

51) Return back to Monitor Room and meet Annette again. Exit Lab B-5 level by using ladder to Lab B-4. Exit Lab B-4 level by using B-4 elevator. Head up to Lab B-1 Level, take the lift down to Lab B-2 level, and step up on top of the movable box. Turn and move up back to Lab B-1 level.

52) Use the Power Room Key, and enter the Power Room. Mr. X will chase Sherry. Sherry will throw pendant to Claire, who throws it over the cat walk. Mr. X will dive into a vat and a self-destruct sequence will activate. Exit from where you came.

53) Go back to Lab B-4 level to the Main Breaker Room. Annette will die, but take Sherry and the Master Key back to the B-4 elevator. Activate the emergency passage to the Transport level in the elevator with the Master Key.

54) Move into the train and get the Platform Key in the back of the train. Exit the train, move to the Platform door, and unlock the door with the Platform Key. Go up the stairs, and to the other side using the overpass.

55) Head down the stairs and to the front of the train. Open the Joint Plug Cell, and take the Joint S Plug and Joint N Plug. Head back under the overpass, and through the door. Go to the Joint Plug Station, and insert both plugs.

56) You'll fight Mr. X Final Type. After beating him, head back onto the overpass and head towards the front of the train. Turn on the gate switch, and enter the train. Head to front of train and activate the lever.

57) Cinema will follow of Claire, Sherry, and Leon. Go to back of the train to fight G-type III. After beating G-Type III, go back to the front of train. Once there, the delightful CG ending will begin...

Leon Kennedy

Survival Horror Art

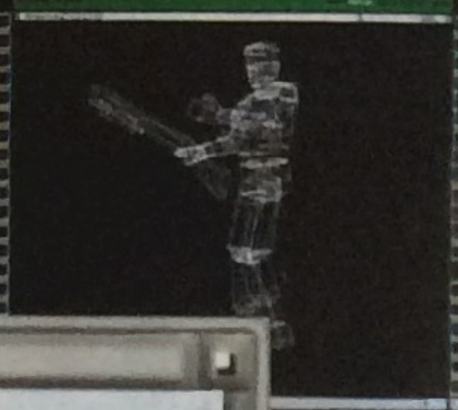
Early Leon Profile



Early Leon



Wire Frame



Rough Profile Sketches

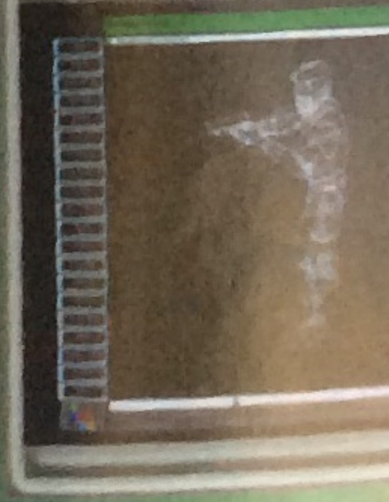
R.P.D. Insignia



Wire Frame



Wire Frame



Leon Render



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Cleaned-up Leon Profile Sketches

R.P.D.

R.P.D.

Wire Frame

Early Leon

Leon Render

R.P.D.

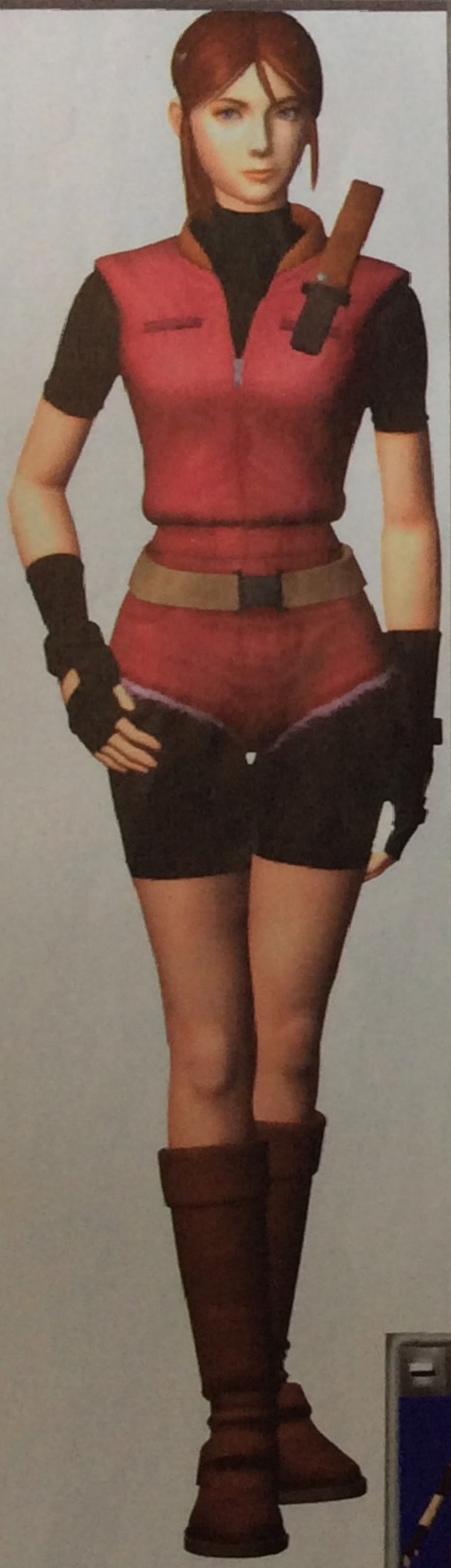
Wire Frame

election Window

Claire Extra Art

Survival Horror Art

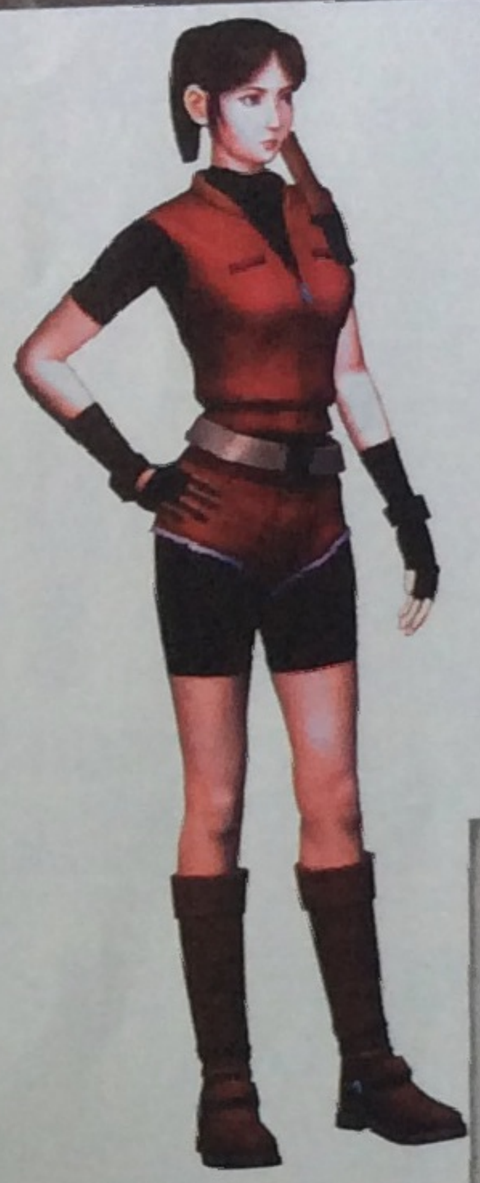
Claire Front Render



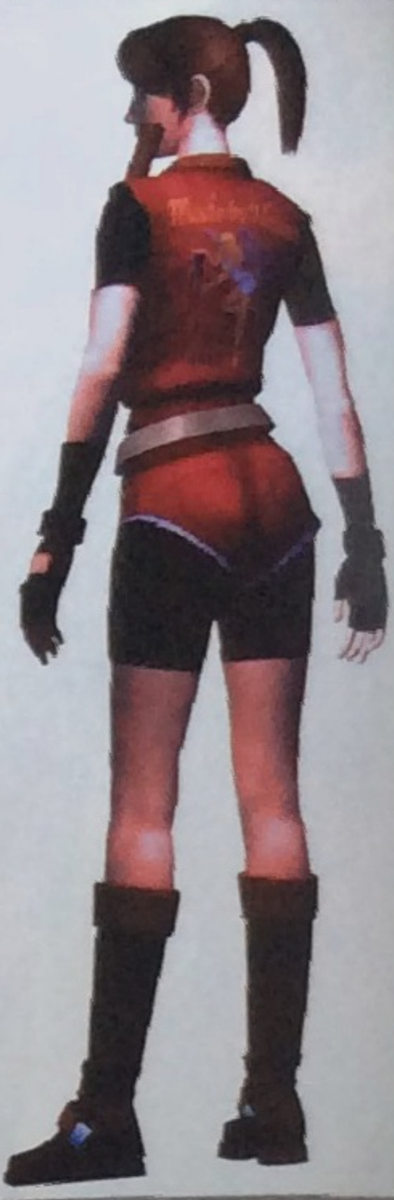
Claire Rear H



Claire Redfield



Claire Redfield



Early Claire



Early Claire



Claire from all sides



File Editing Mode Image Filt

102B Art

Sherry from all sides



Ada Wong



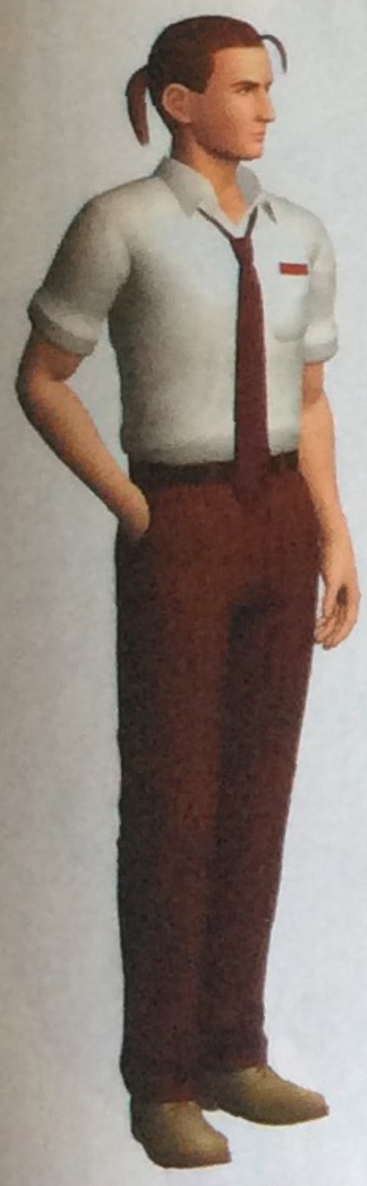
Early Sketch



Ada from all sides



Ben Render



Ben from all sides



Brian Irons



Brian from all sides



Leon from all sides

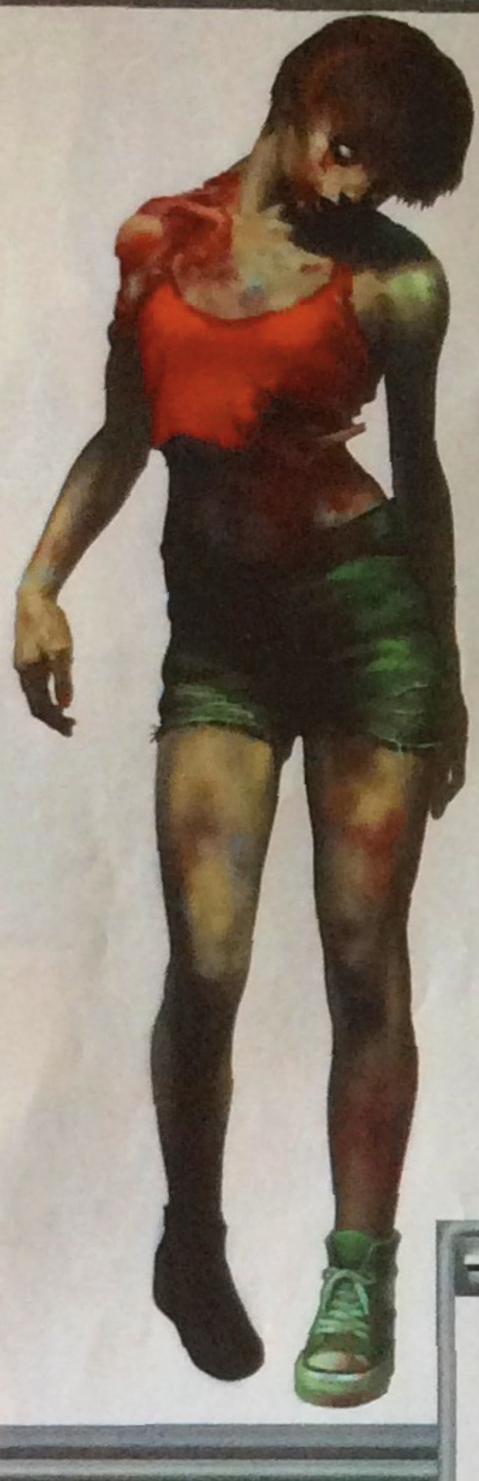


Selection Window

Monster Art

Survival Horror Art

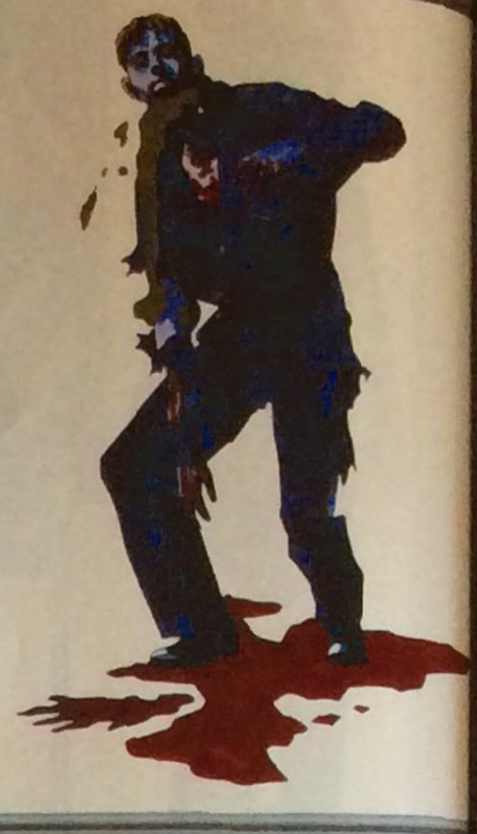
Zombie Woman



Preproduction



Preproduction



Cerebus



Preproduction



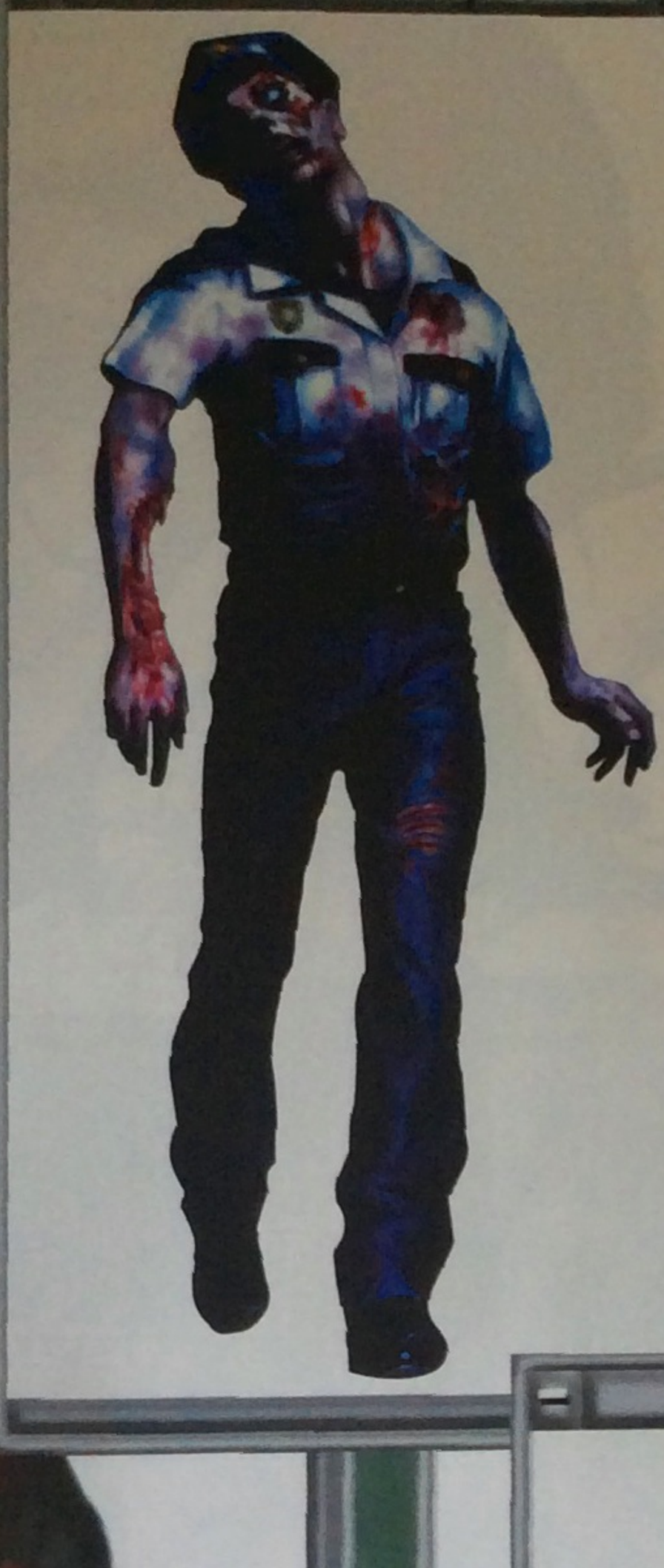
Zomb





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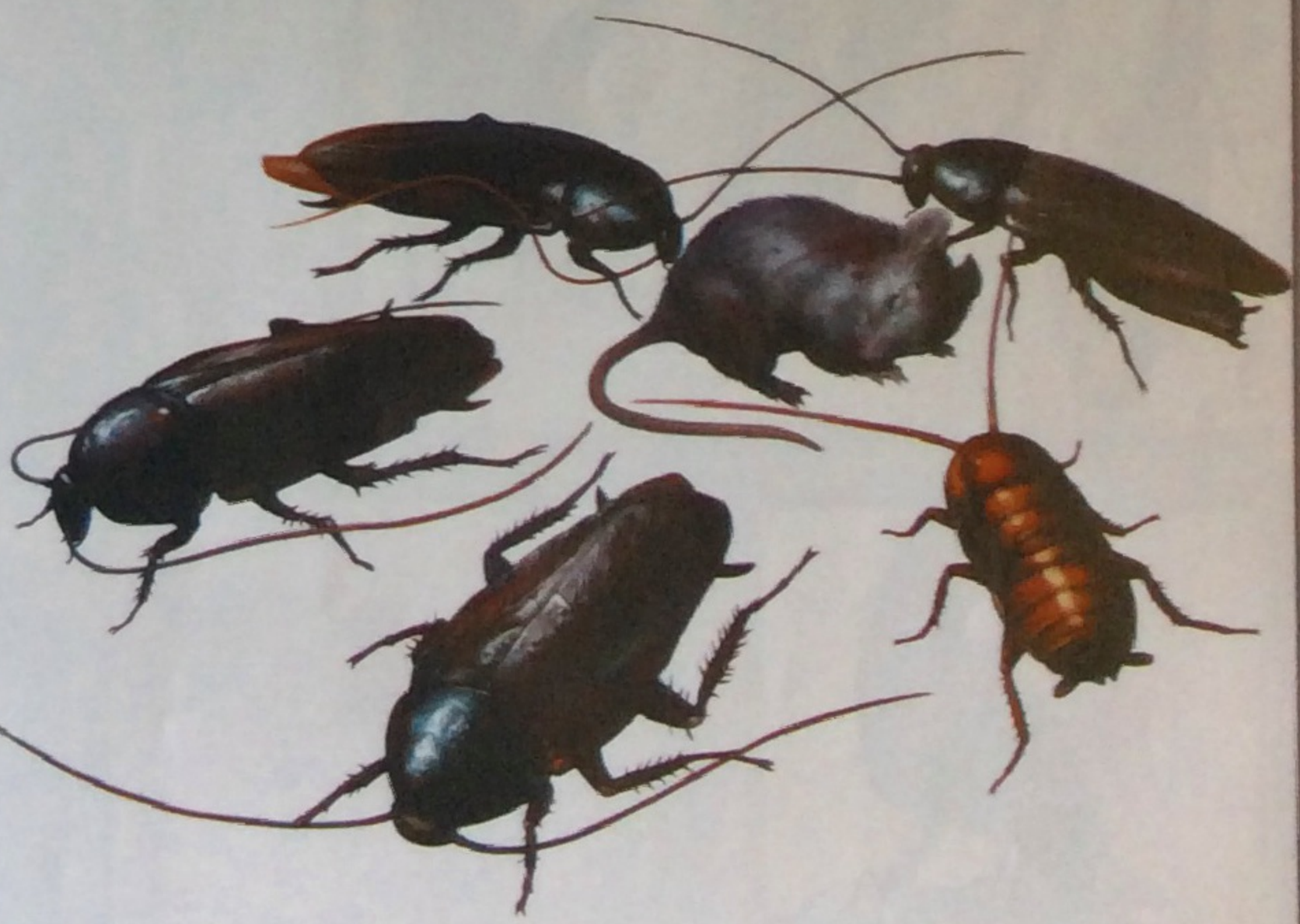
Zombie Cop



Licker



Giant Roaches



Selection Window

Early Ivy Sketch



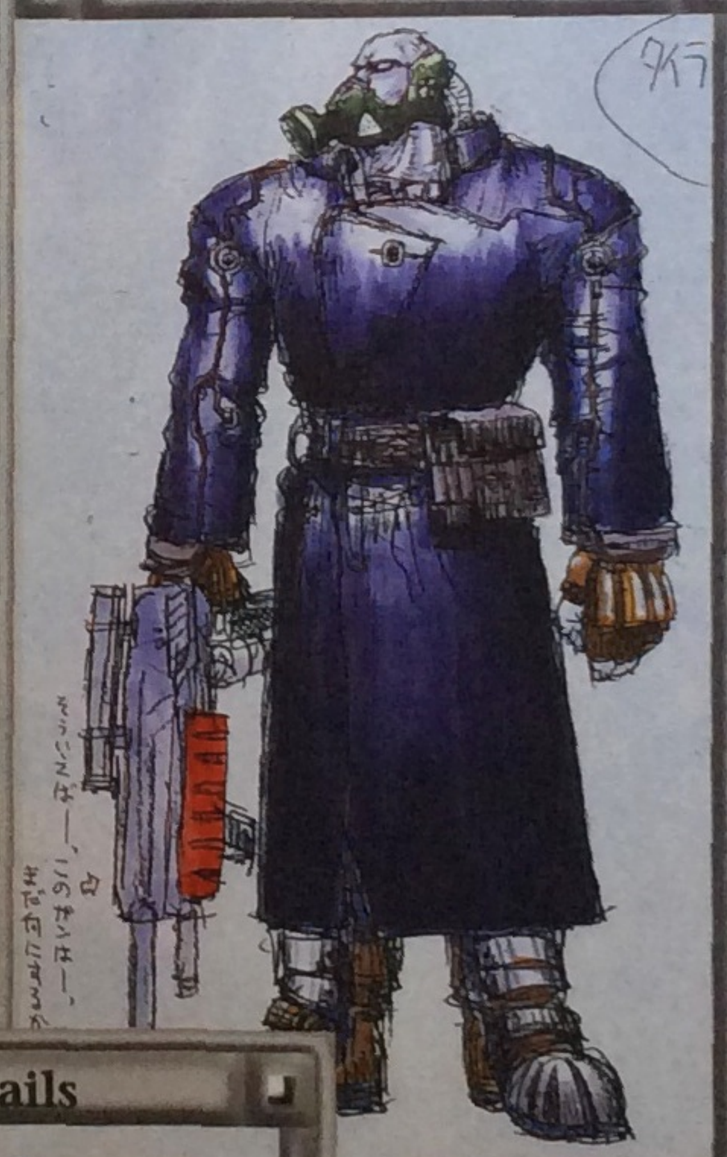
Ivy Version 1



Ivy Version 2



Mr. X



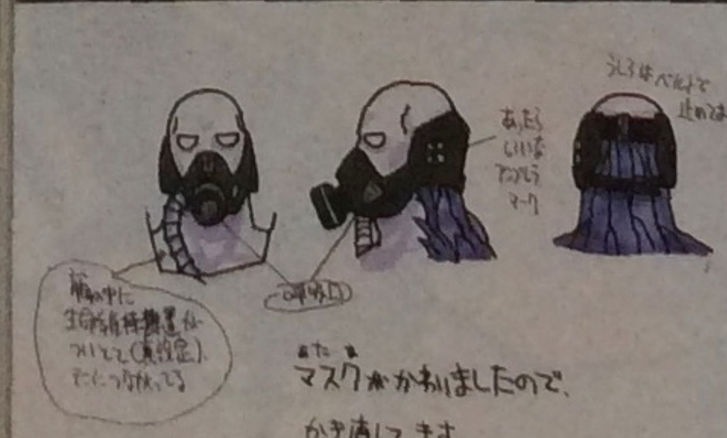
Mr. X



Crow



Mask Details



Baby



Baby After Transformation



Early Baby Version



Preproduction



Early Sketch



Giant Moth



Early Moth Sketch



tch



Selection Window

G Type 1



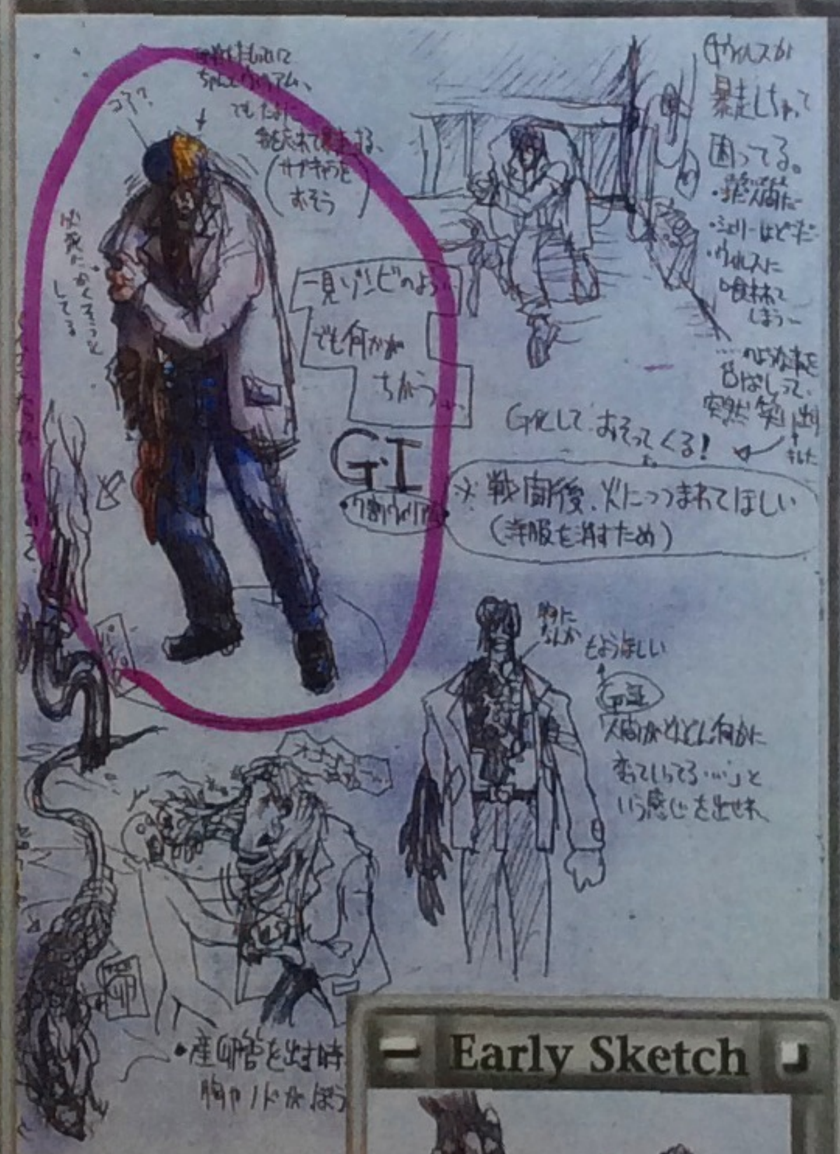
Early Sketch G Type 1



G Type 4



William



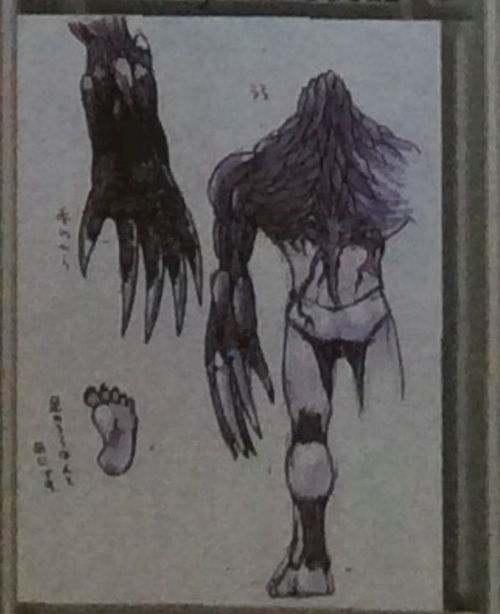
Mr X After Transformation



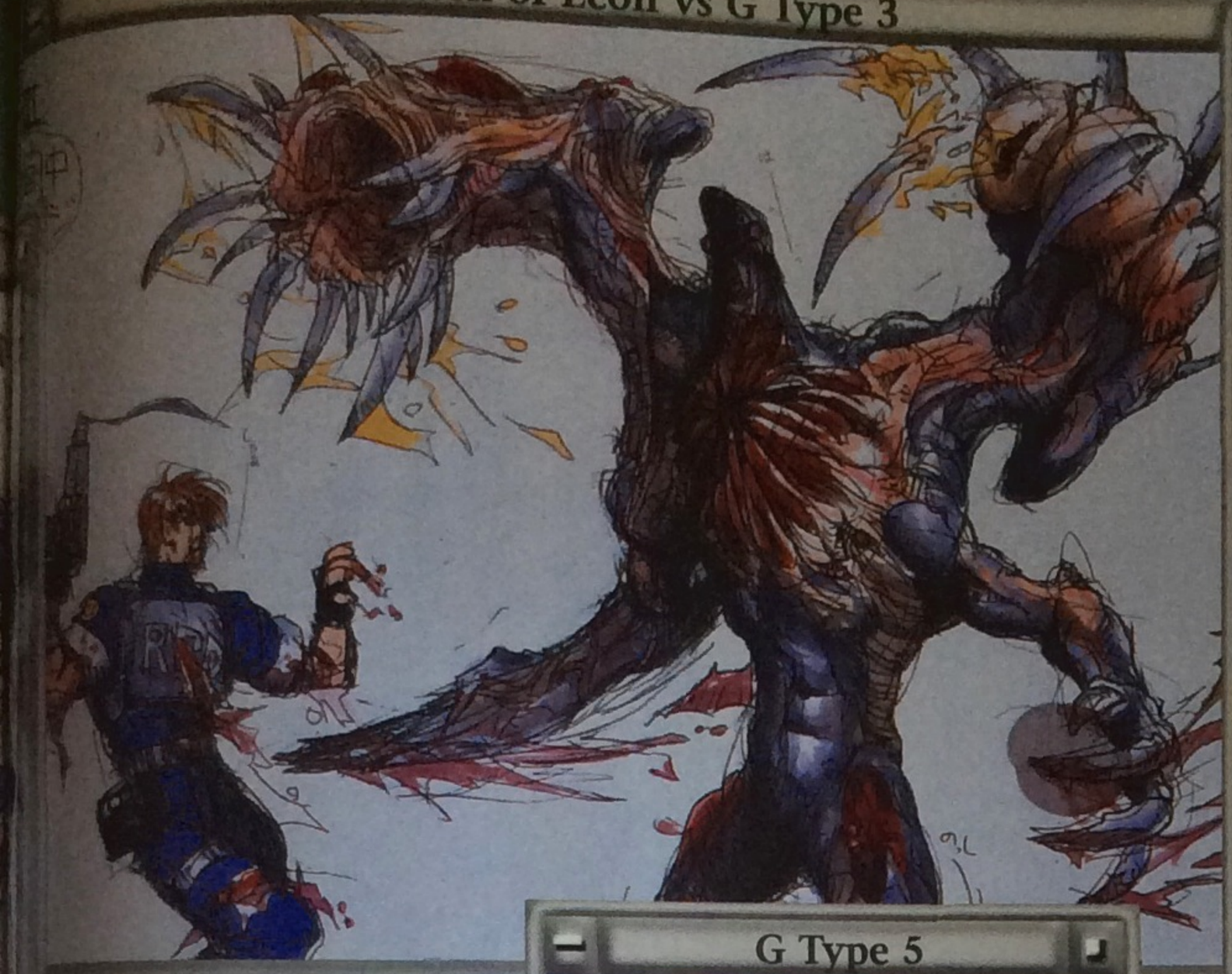
Early Sketch of Baby



Early Sketch



Sketch of Leon vs G Type 3



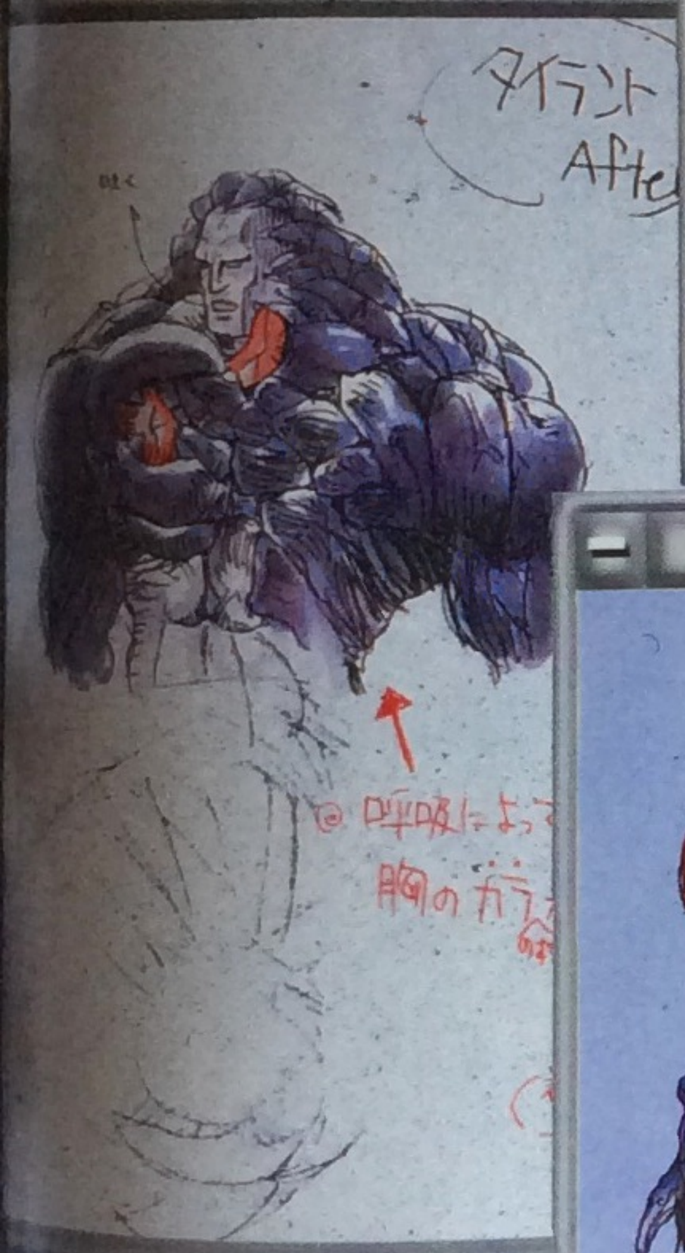
G Type 3



G Type 5



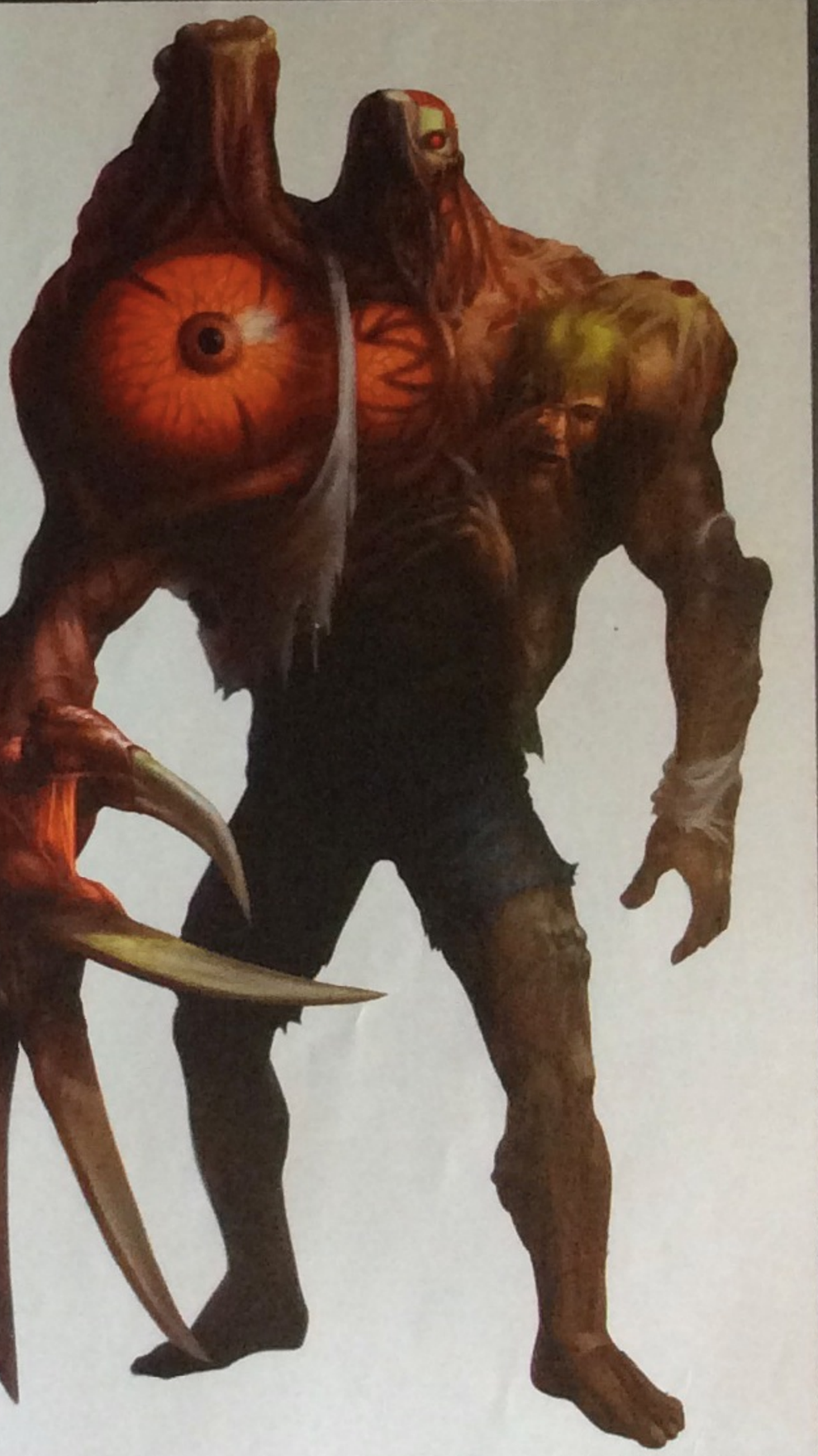
Early Sketch



Early Sketch



G Type 2



Selection Window

Files Diaries

Survival Horror Text

FILE 02
FEDERAL POLICE DEPT.-INTERNAL INVESTIGATION REPORT
PAGE 1
Mr. Chris Redfield
Raccoon City Police Dept.
S.T.A.R.S. division

As per your request, we have conducted our internal investigation and discovered the following information:

PAGE 2
1) Regarding the G-virus currently under development by Umbrella Inc.

So far it is unconfirmed that the G-virus even exists. We're continuing with our investigation.

PAGE 3
2) Regarding Mr. Brian Irons, Chief of the Raccoon City Police Dept.

Mr. Irons has allegedly received a large sum of funds in bribes from Umbrella Inc. over the last five years. He was apparently involved in the cover up of the mansion lab case along with several other incidents in which Umbrella appears to have direct involvement.

PAGE 4
Mr. Irons had been arrested under suspicion of rape on two separate counts during his years as a university student. He underwent psychiatric evaluation as a result of the charges but was released due to circumstantial evidence as well as his phenomenal academic standing.

As such, extreme caution is advised when dealing with him.

Jack Hamilton
Section Chief
Internal Investigations
United States Federal
Police Department

END

FILE 20
CHIEF SECRETARY'S DIARY A
PAGE 1
April 6th
I accidentally moved one of the stone statues on the second floor when I leaned against it. When the chief found out about it, he was furious. I swear the guy nearly bit my head off, screaming at me never to touch the statue again. If it's so important, then maybe he shouldn't have put it out in the open like that...

PAGE 2
April 7th
I heard that all the art pieces from the chief's collection are rare items, literally worth hundreds of thousands of dollars. I don't know which is the bigger mystery: where he finds those tacky things, or where he's getting the money to pay for them.

PAGE 3
May 10th
I wasn't surprised to see the chief come in today with yet another large picture frame in his hands. This time it was a really disturbing painting depicting a nude person being hanged. I was appalled by the expression on the chief's face as he leered at that painting. Why anyone would consider something like that to be a work of art is beyond my comprehension...

END

FILE 21
CHIEF SECRETARY'S DIARY B
PAGE 1
June 8th
As I was straightening up the chief's room, he burst through the door with a furious look on his face. It's only been 2 months since I've started working here, but that's the second time I've seen him like this. The last time was when I bumped into that statue, only this time he looked even more agitated than ever. I seriously thought for a moment that he was going to hurt me.

PAGE 2
June 10th
The chief has been locked inside his room for the past two days. He won't come out for any reason and people are beginning to spread rumors.

PAGE 3
June 15th
I finally discovered what the chief has been hiding all along... If he finds out that I know, my life will be in serious danger. It's getting late already. I'm just going to have to take this one day at a time...

PAGE 4

END

FILE 01
CHRIS'S DIARY
PAGE 1
August 8th
I talked to the chief today once again, but he refused to listen to me. I know for certain that Umbrella conducted T-virus research in that mansion. Anyone infected turns into a zombie.

PAGE 2
But the entire mansion went up in that explosion; along with any incriminating evidence. Since Umbrella employs so many people in town, no one is willing to talk about the incident. It looks like I'm running out of options.

PAGE 3
August 17th
We've been receiving a lot of local reports about strange monsters appearing at random throughout the city. This must be the work of Umbrella.

PAGE 4
August 24th
With the help of Jill and Barry, I finally obtained information vital to this case. Umbrella has begun research on the new G-virus, a variation of the original T-virus. Haven't they done enough damage already?!

PAGE 5
We talked it over, and have decided to fly to the main Umbrella HQ in Europe. I can't tell my sister about this trip because doing so could put her in danger. Please forgive me Claire.

END

FILE 16
RESEARCHER'S MESSAGE
PAGE 1
To whom it may concern:

I've sealed my own fate... I lost the key vital to my survival. Without that key, it is only a matter of time before I am overcome by the zombies and become one of them. I can't bear the thought of infecting others when it finally happens. If only I could recall where I left that key...

PAGE 2
It is inevitable that I will be caught and infected by the zombies... Before this happens, I leave one last important message: if you happen find the key within the complex, proceed to the lab immediately. It may be your only hope.

END

FILE 17
FAX TO THE SEWER MANAGER
PAGE 1
-User List of the Connecting Facility-

On the first and third Wednesdays of the month, Angelica Margaret, chief of maintenance, will make use of the facilities. Be sure to reduce the moisture levels in the facility by activating the fan, as the equipment she will be using is susceptible to the effects of water vapors.

On the 28th every month, the chemical transporter Don Weller will use the facility. The chemicals he will be transporting are extremely volatile. Extreme caution should be observed throughout their transport.

PAGE 2
On 6th and 16th every month, police chief Brian Irons will visit the facility to attend the regular meetings that take place in the lab.

On the fourth Friday of every other month, William Birkin will use the facility to conduct a training seminar for the Chicago branch of Umbrella Inc. As the probability of an attack upon Dr. Birkin will be high, take every measure conceivable to guard his life.

PAGE 3
You will be informed of all other potential visitors and the times they will arrive as needed. Guide these individuals to their destination safely. We expect nothing but the best from you.

Charles Coleman
Secretary Chief
Umbrella Headquarters

END

FILE 18
SEWER MANAGER'S DIARY
PAGE 1
June 28th
It's been a while, but I saw Don today and we talked after completing our work. He told me he had been sick in bed until yesterday. It really doesn't come as much of a surprise given how long he's been working here. He was sweating like a horse and kept scratching his body while we were talking. I asked if he was hot, but he just looked at me funny. What's wrong with him anyway?

PAGE 2
July 7th
Chief Irons has been visiting the lab quite often lately. I don't know what he's doing over there but he always looks grim. The expression on his face has been even more unsettling than usual... My guess is that it's because of Dr. Birkin's impossible requests. The chief has my sympathies though. After all he's done for the town, he doesn't deserve this.

PAGE 3
July 21st
I rarely drink because I'm on the graveyard shift, but don't suppose I have much to complain about since this is how I make my living. I saw this new guy working at the lab today. He was tall, skinny and well dressed. His annual bonus is probably larger than my salary. The world ain't fair...

PAGE 4
August 16th
Chief Irons came in late today, looking grimmer than his usual self. I tried to joke with him to cheer him up but he wasn't amused. He pulled his gun and threatened to shoot me! I was able to calm him down, but that guy must have some serious problems. He knows he can't enter the lab without my help and medal. This is what it means for the chief "to serve and protect"?!

PAGE 5
August 21st
William informed me that the police and media have begun their investigation on Umbrella's affairs. He said that the investigation will be citywide and that there is

a possibility they'll even search through the sewers. He asked me to suspend all Umbrella sewer facility operations until the investigation has concluded. The sewer will still be used for passage, but he stressed that I have to be extremely cautious and that I'd lose my job if anyone finds out about this operation.

END

FILE 19
CHIEF'S DIARY
PAGE 1
September 23rd
It's all over. Those imbeciles from Umbrella have finally done it... Despite all their promises, they've ruined my town. Soon the streets will be infested with zombies. I'm beginning to think that I may even be infected myself.
I'll kill everyone in town if this turns out to be true!!!

PAGE 2
September 24th
I was successful in spreading confusion among the police as planned. I've made sure that no one from the outside will come to help.
With the delays in police actions, no one will have the chance to escape city alive.
I've seen to it personally that all escape routes from inside the precinct have been cut off as well.
There are several survivors still attempting to escape through the lower levels, but I'll make sure no one gets out.

PAGE 3
September 26th
I've had a change of heart about the remaining survivors inside the precinct. I've decided to hunt them down myself.
I shot Ed in the back through the heart less than an hour ago. I watched him writhe in pain upon the floor in a pool of his own blood. The expression on his face was positively exquisite. He died with his eyes wide open, staring up at me. It was beautiful.
I wonder if the mayor's daughter is still alive?
I let her escape so I could enjoy hunting her down later...
I'm going to enjoy my new trophy. Yes, frozen forever in the pose I choose to give her.

END

FILE 10
FILM B
PAGE 1
Pictured in front of the Arukas tailor.
Regressed into a zombie within two hours.

Subject repeatedly complained about severe agitation of the epidermis in addition to feelings of nausea.
This happened up to the moment he lost consciousness.

Picture by R. Lambert

END

FILE 11
FILM C
PAGE 1
Development Code: T-103

Due to accelerated metabolism relative to the earlier 00 series, this subject possesses exemplary regenerative capabilities.

PH-X016 File Data

END

FILE 12
NIGHT WATCHMAN'S DIARY
PAGE 1
August 25th
I finally had the chance to see blue skies for the first time in ages, but it did little to lift my spirits.
I was reprimanded by the chief for neglecting my duties while I was up on the clock tower.
There's only one thing I still don't understand:
the chief seemed to be more concerned about the fact that I was up on the tower rather than that I was neglecting my duties.
Why was access to the tower prohibited in the first place anyway?

PAGE 2
September 19th
I recently talked to the old man who works in the scrap yard out back. His name is Thomas. He's a quiet man and really seems to enjoy chess. He even went so far as to design a special key and lock engraved with chess pieces on them for one of the doors in the disposal yard.
We made plans to play chess tomorrow night. I can't help but wonder how good he is.
One thing that's been bothering me about him is the way that he's always scratching himself... Does he have some sort of skin disease or he is just rude?

PAGE 3
September 23rd
Thomas was a much better player than I had imagined. I used to think of myself as a fairly decent player, but he did a pretty good job of humbling me.
About the only thing I imagine that could match his skills in chess is his appetite. All the guy did was talk about food throughout the entire game. He sounded fairly healthy, but he didn't look quite right...
I wonder if he's okay.

PAGE 4
September 26th
I was supposed to play another game of chess with Thomas, but we had to cancel it because he hasn't been feeling too well.
He stopped by to see me, but I told him to go back and rest since he literally looked like the walking dead.
He insisted that he was just fine, but I could tell he was really having problems.
Come to think of it, I haven't been feeling too good myself lately...

END

FILE 13
PATROL REPORT
PAGE 1
-Patrol Report-
September 20th 9:30 PM
Reporter: Sgt. Neil Carlsen

We received a report of a suspicious individual skulking around the sewers in the outskirts of Raccoon City. I searched the area and located the individual, but he ran away before I was able to question him.

PAGE 2
I recovered the following items:

*A small amount of C4 plastic explosive.
*An electronic detonator.
*9x19 parabellum rounds.
*Infrared scope (broken).

End of report.

END

FILE 03
MEMO TO LEON
PAGE 1
To Leon S. Kennedy,
Congratulations on your assignment to the Raccoon City police department.
We all look forward to having you as a part of our team and promise to take good care of you.
Welcome aboard!

>From all the guys at the Raccoon City Police Department.

END

FILE 04
POLICE MEMORANDUM
PAGE 1
8/23/1998
This letter is just to inform everyone about the recent movement of equipment that has happened during the precinct's rearrangement.

"Safe with four digit lock"
Has been moved from the S.T.A.R.S. office on the second floor, to the eastern office on the first floor.

"2236"

Raccoon Police Liaison Dept.

END

FILE 05
OPERATION REPORT
PAGE 1
-Operation Report-
September 26th
The Raccoon Police Dept. was unexpectedly attacked by zombies. Many have been injured. Even more were killed.
During the attack, our communications equipment was destroyed and we no longer have contact with the outside.
We have decided to carry out an operation with the intent of rescuing any possible survivors as well as to prevent this disaster from spreading beyond Raccoon City.
The details of the operation are as follows:

PAGE 2
Security of armaments and ammunition.

Chief Irons has voiced concern regarding the issue of terrorism due to a series of recent unresolved incidents.
On the very day before the zombies' attack, he made the decision to relocate all weapons to scattered intervals throughout the building as a temporary measure to prevent their possible seizure.
Unfortunately, this decision has made it extremely difficult for us to locate all ammunition caches.
It has become our top priority to recover these scattered munitions.

PAGE 3
To unlock the weapon storage.

As stated earlier, it will be extremely difficult to secure all the ammunition. However, a considerable supply still remains in the underground weapon storage.
Unfortunately, the person in charge of the card key used to access the weapon storage is missing and we have been unable to locate the key.

PAGE 4
One of the breakers went down during the battle and the electronic locks are not functioning in certain areas.
It has become first priority to restore the power in the power room and secure those locks.

Recorder: David Ford

PAGE 5
-Operation Report-
September 27th
1:00 PM. The west barricade has been broken through and another exchange ensued.
We sheltered the injured in the confiscation room on the first floor temporarily.
Twelve more people were injured in the battle.

Recorder: David Ford

PAGE 6
-Operation Report-
September 28th, Early Morning 2:30 AM. Zombies overran the operation room and another battle broke out. We lost four more people, including David.
We're down to four people, including myself. We failed to secure the weapons cache and hope for our survival continues to diminish.
We won't last much longer...

PAGE 7
We agreed upon a plan to escape through the sewer.
There's a path leading from the precinct underground to the sewage disposal plant.
We should be able to access the sewers through there.
The only drawback is that there is no guarantee the sewage disposal plant is free of any possible dangers.
We know our chances in the sewers are slim, but anything is better than simply waiting here to die.

PAGE 8
In order to buy more time, we locked the only door leading to the underground, which is located in the eastern office. We left the key behind in the western office since it's unlikely that any of those creatures have the intelligence to find it and unlock the door.

I pray that this operation report will be helpful to whoever may find it.

Recorder: Elliot Edward

END

FILE 7
TEMPORARY USER REGISTRATION
PAGE 1
Temporary User Registration
for the Culture Experiment
Room.

User Name: "GUEST"
Password: None

Valid for 24 hours.

END

FILE 8
LABORATORY SECURITY MANUAL
Laboratory Security Manual
-Security measures in case of
an emergency-

In the instance of an
uncontainable biohazardous
breakout, all security
measures will be directed
toward the underground
transport facility.

In the instance that any
abnormalities are detected
among cargo in transit,
all materials will
automatically be transported
from the loading zone to
the designated high-speed
train. At which point, all
materials will be isolated
and disposed of immediately.
In the instance of a Class 1
emergency, the entire train
will be purged and disposed
of without delay.

In the instance that the lab
itself becomes contaminated,
the northern most route
currently used to transport
materials to and from the
facility will be designated
as the emergency escape route.
This route will secure passage
to the relay point outside
the city limits.

Disclosure about any
information regarding
research conducted
here, or the existence of
this facility, is strictly
prohibited.
Since it is top priority
to keep all research
classified, escape access
may be denied under certain
extenuating circumstances.

END

FILE 9
FILM A
PAGE 1
Code G Human Body Experiment
9/15 15:24

END

*iFILE 05*j
ADDITION TO THE OPERATION REPORT
PAGE5.5
-Additional Report-
Three additional people were
killed following the sudden
appearance of an as of yet
unknown creature.
This creature is identified
by missing patches of skin
and razor-like claws.
However, its most
distinguishing characteristic
is its lance-like tongue,
capable of piercing a human
torso in an instant.
Their numbers as well as
their location remains
unknown. We have tentatively
named this creature the
"licker" and are currently
in the process of developing
countermeasures to deal with
this new threat.

END

FILE 06
MAIL TO THE CHIEF
To: Mr. Brian Irons, Chief of
the Raccoon City Police Dept.

We have lost the mansion lab
facility due to the actions
of the renegade operative,
Albert Wesker.
Fortunately, his interference
will have no lasting effects
upon our continued virus
research.
Our only present concern is
the presence of the remaining
S.T.A.R.S. members: Redfield,
Valentine, Burton, Chambers
and Vickers.

PAGE 2
If it comes to light that the
S.T.A.R.S. have any evidence
as to the activities of our
research, dispose of them in
such a manner that would
appear to be purely
accidental. Continue to
monitor their progress and
make certain their knowledge
does not go public.
Annette will continue to be
your contact throughout this
affair.

William Birkin

PAGE 3
To: Mr. Brian Irons, Chief of
the Raccoon City Police Dept.

I have deposited the amount of
US $10,000 to the account for
your services this term as per
our agreement.
The development of the G-virus
scheduled to replace the
T-virus, is near completion.
Once completed, I am certain
that I will be appointed to
be a member of the executive
board for Umbrella Inc.

PAGE 4
It is imperative that we
proceed with extreme caution.
Redfield and the remaining
S.T.A.R.S. members are still
attempting to uncover
information on the project.
Continue to monitor their
activities and block all
attempts to investigate the
underground research
facilities.

William Birkin

PAGE 5
To: Mr. Brian Irons, Chief of
the Raccoon City Police Dept.

We have a problem. I have
received information informing
me that Umbrella HQ has sent
spies to recover my research
on the G-virus. There are an
unknown number of agents
involved. They must not be
allowed to take this project
away from me as it represents
my entire life's work.

PAGE 6

Search the city thoroughly for
any suspicious persons.
Detain any such individuals by
whatever means deemed
necessary and contact me
immediately through Annette.
With these precautions, any
possible threat should be
eliminated.
I will not allow anyone to
steal my work on the G-virus.
Not even Umbrella...

William Birkin

END

FILE 15
INSTRUCTIONS FOR SYNTHESIS OF THE G-VIRUS ANTIGEN: G-VACCINE. CODE NAMED "DEVIL."
PAGE 1
Any beings infected by the
G-virus will reproduce
through the impregnation of
an embryo within another
living being.
Unless rejected by the host,
the embryo will undertake
a process of gradual
cellular invasion, infecting
the host's cells on a
molecular level as it
rewrites their DNA.
Once the metamorphosis is
complete, the host will be
capable of continuing this
cycle of self-replication.

PAGE 2
The duration of time for the
process to run its course
will vary from subject to
subject.
In the early stages of
cellular invasion, it is
possible to halt progression
of the metamorphosis through
the administration of the
G-vaccine antigen.
The following procedure
details its synthesis.

PAGE 3
The vaccine creation requires
the base vaccine. This can be
arranged by the activator VAM.
First set the empty cartridge
to the VAM and activate it.
After several moments the
process will be complete
and the white-colored base
vaccine will be set in the
cartridge automatically.
Then confirm the green light
is on, remove the cartridge,
and proceed to the next step.

PAGE 4
Once the base vaccine has
been prepared, set it in the
vaccine synthesis machine
located in the P-4 level
experiment room.
The machine is fully
automated and only requires
the user to push the sequence
start switch. At this point,
the program will run
automatically and synthesis
will be complete within
approximately 10 seconds.

As the synthesis of DEVIL is
an extremely delicate process,
the quality will vary with
slight shocks or changes in
temperature. Careful
handling is required for the
proper results.

END

4th

warning: do not open
until all 4 missions are completed.

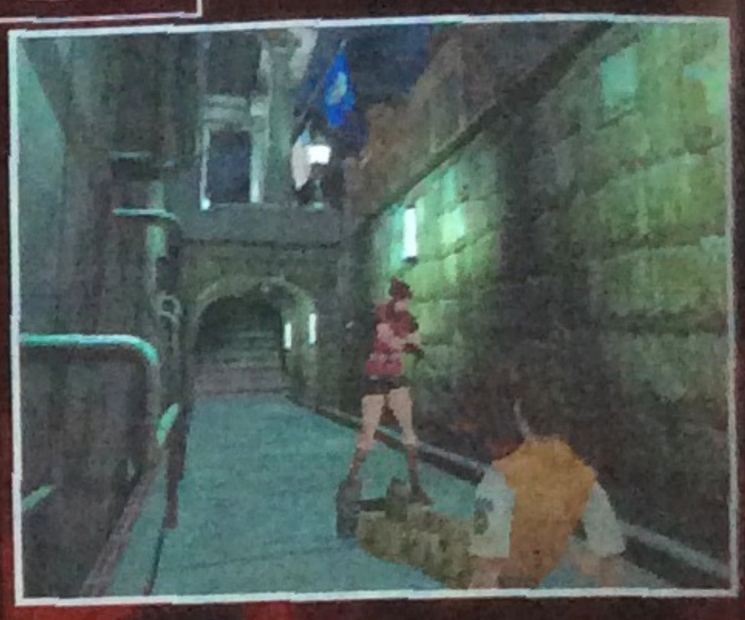
Survival Horror Secrets

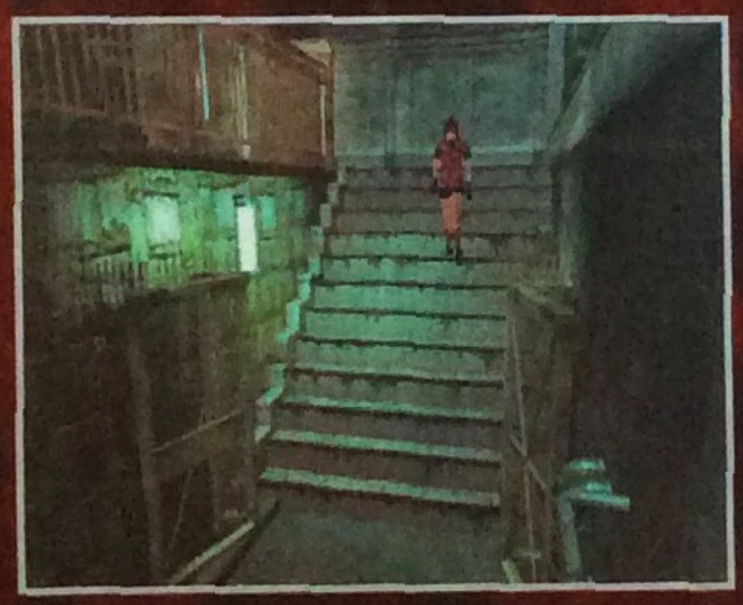
Ahhh... secrets. Life would be rather dull without having to keep something to oneself. Fortunately for our readers, we here at Gamefan Books rarely have the will to keep secrets to ourselves, especially if it's some of the tangy, tasty ones shown in this section. So without any further ado, here are the succulent secrets to *Resident Evil 2* that just might make your mouth drop.

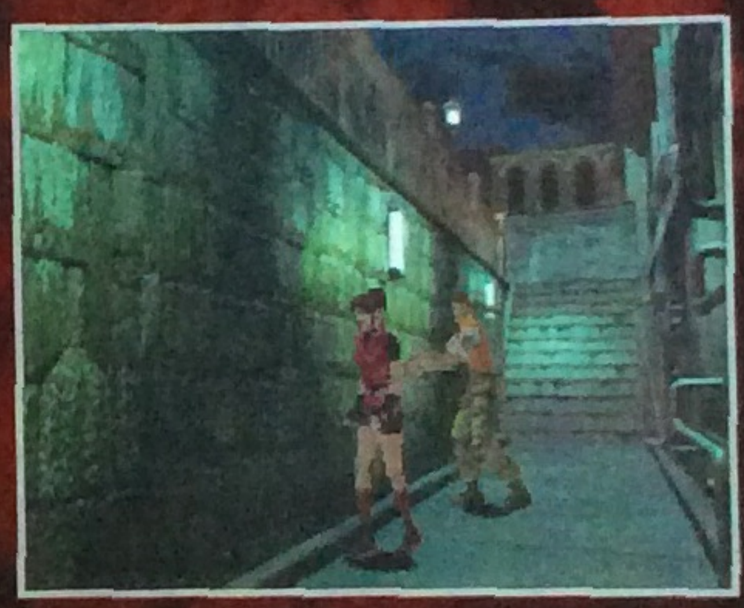
Brad Zwikker



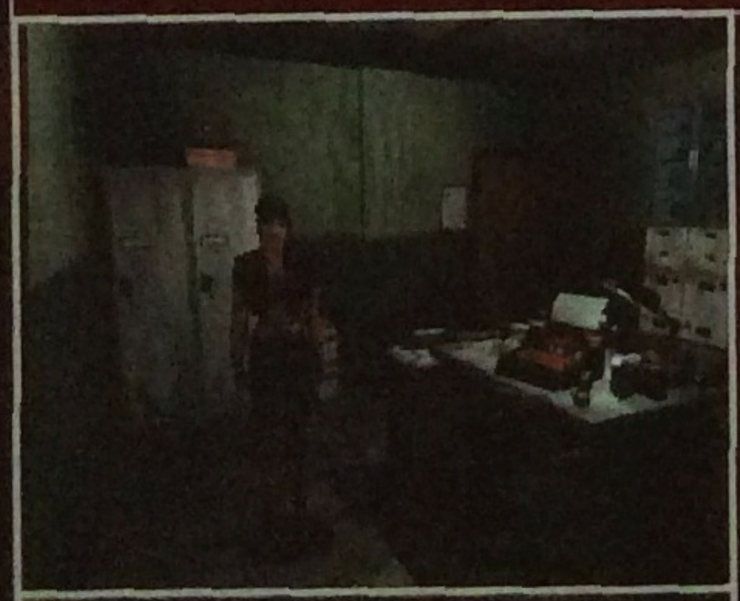
For those hardcore *RE* faithfuls, Brad Zwikker is an instantly recognizable name. The poor chap that got pecked to death in the original *Resident Evil* is back, though he doesn't look any better. To get Brad Zwikker, start any non "R" game and get to the Police Station without collecting any items. Hints will be given about Brad when you complete all scenarios. Zwikker will take quite a number of attacks before finally meeting his maker. He holds the Special Key, which will unlock another secret described below.

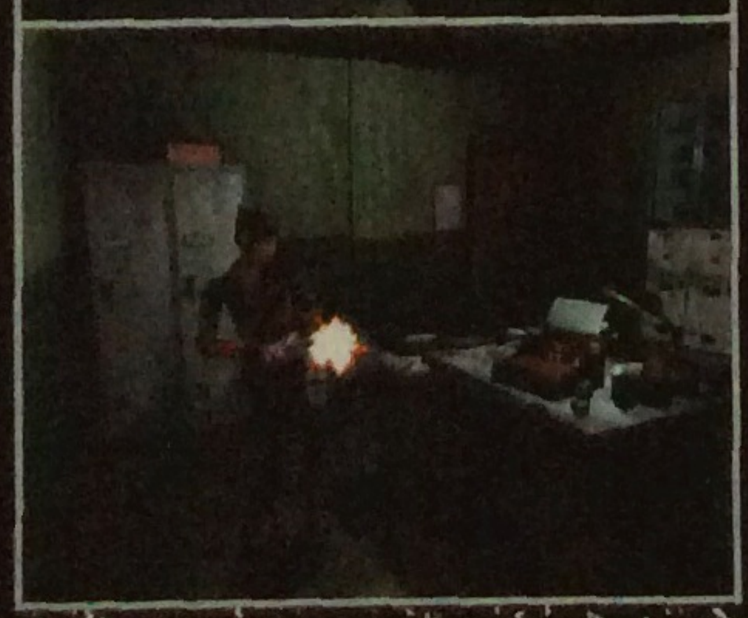






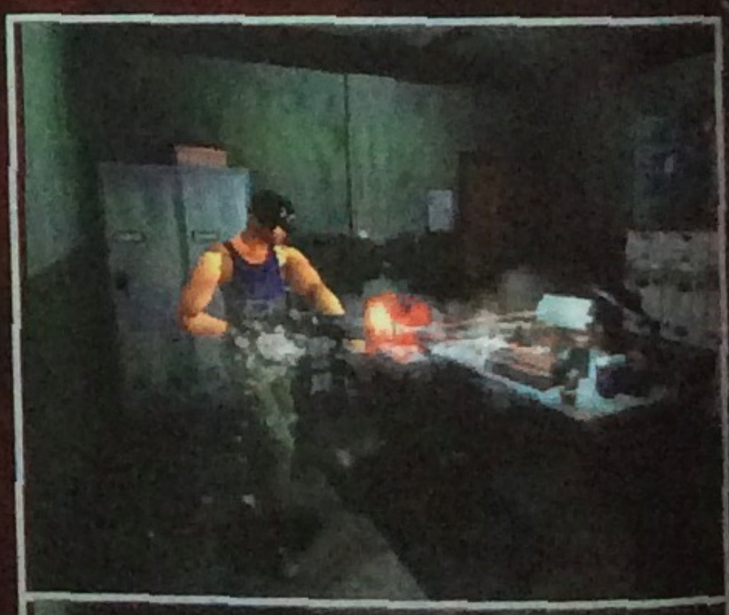
Alternate Outfits

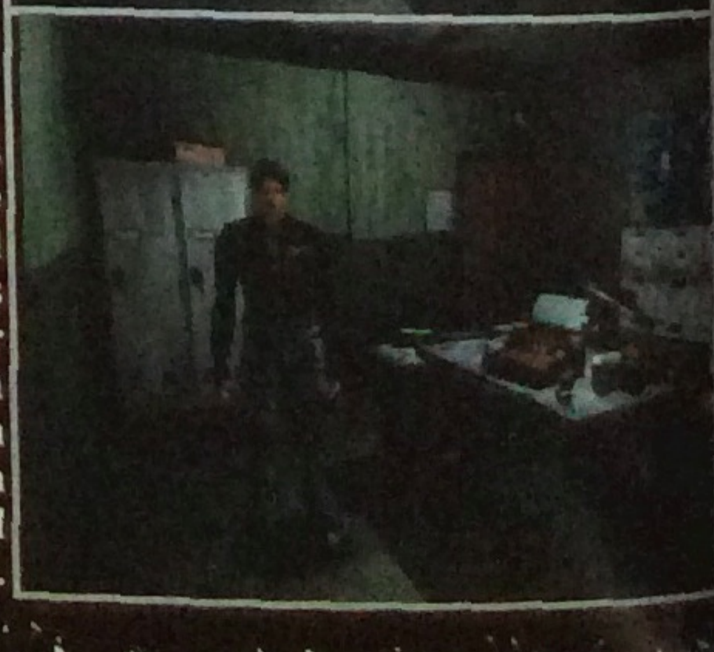




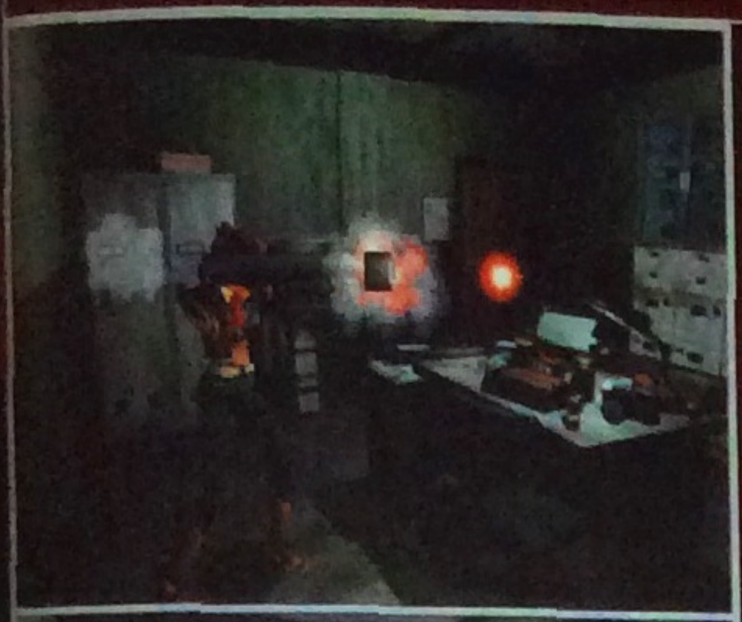
A trademark secret of this series, Claire and Leon will be able to change into their alternate outfits by first getting Brad Zwikker (see above). After you take him down, search his body for the Special Key. This Special key will be used to open a locker in the Storage/Film room of the Police Station 1F.

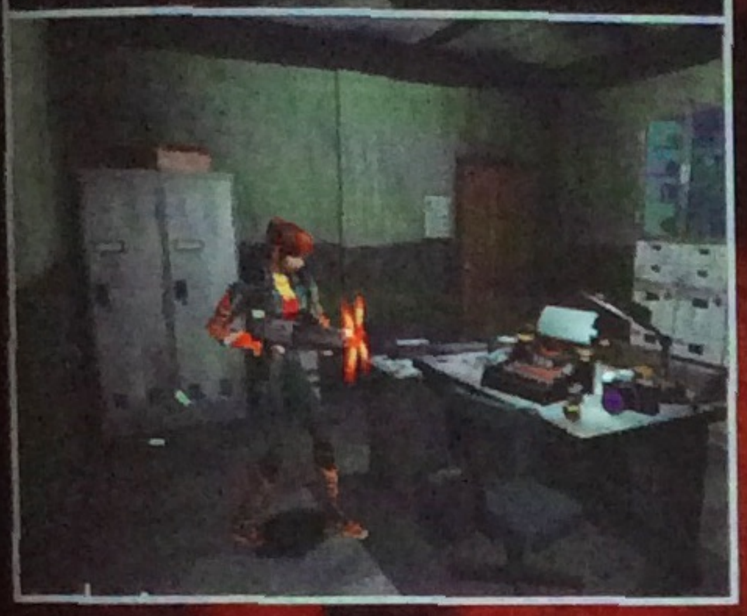
Leon's locker holds what could be his old training camis from his police academy days, or a leather jacket and blue jeans. Claire looks like she's ready for a rodeo as she pulls on her knee-high boots and her full denim outfit. Complete the look with a authentic Colt six-shooter (she even fires it from the hip!), and you'll rustling zombies like cattle.



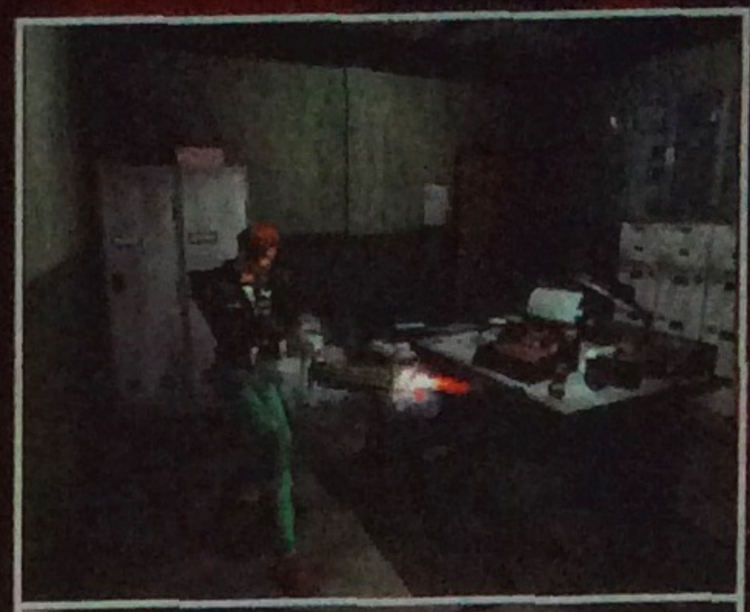


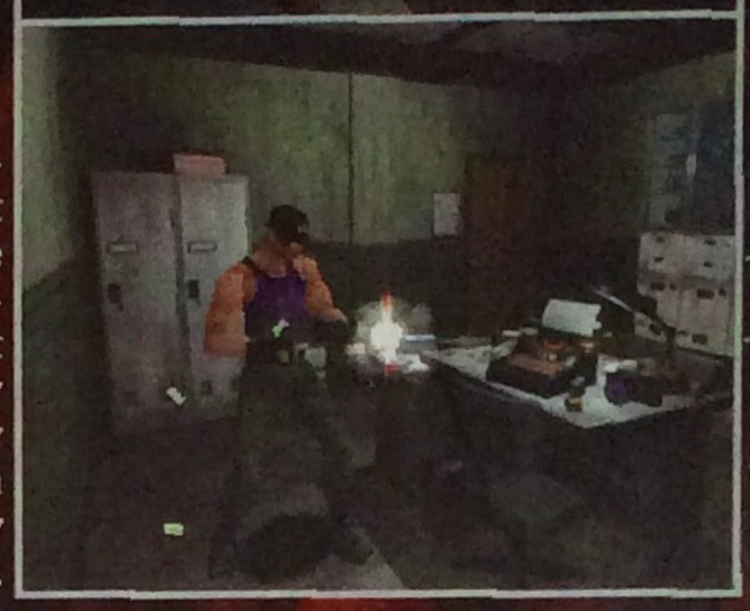
Secret Weapons





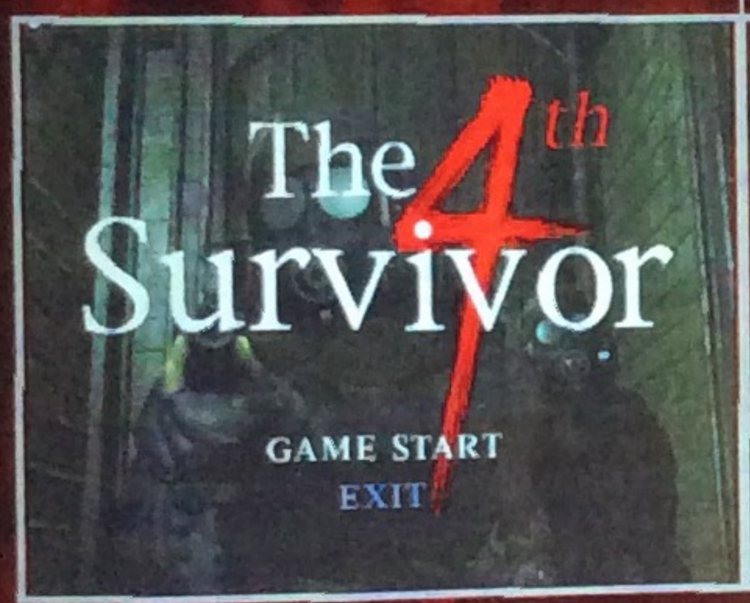
No game called *Resident Evil* would be missing it's secret stash of high-powered weaponry, and *Resident Evil 2* is no exception. There are a total of three secret weapons. All three require a rank of "A" when you finish a game and on normal difficulty. Rank is determined by a combination of time of completion, number of saves, and the number of Health Sprays used.

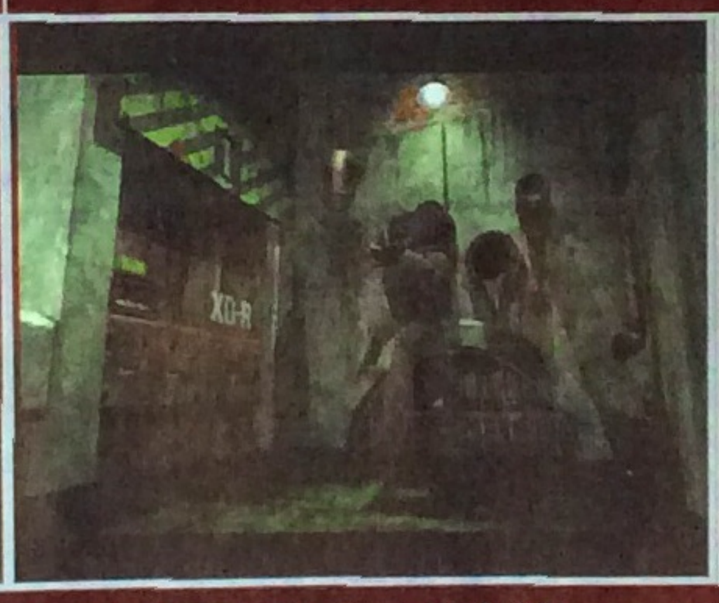


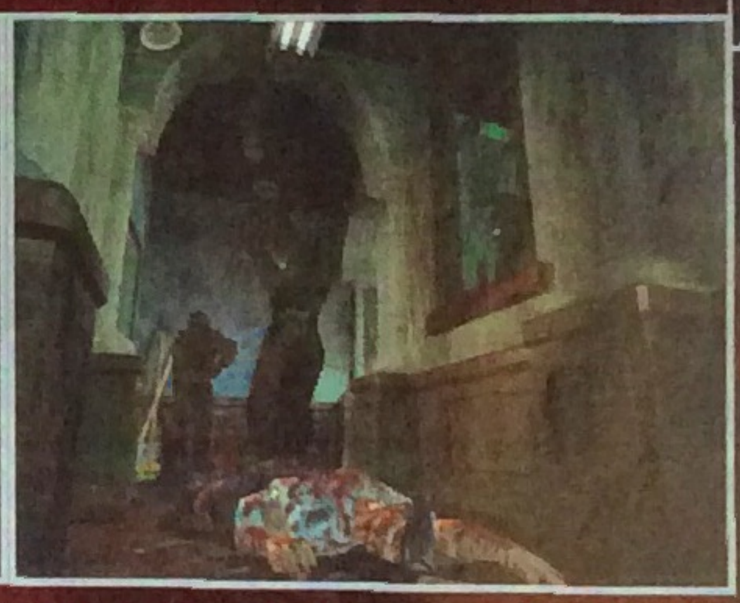


To get the Submachine Gun, complete any "R" scenario without using a Health Spray. The Gatling Gun is attained by finishing any "R" scenario without saving. Finally, the all-mighty Rocket Launcher can be yours by finishing all scenarios, each with a time of two hours and thirty minutes or less.

The 4th Survivor



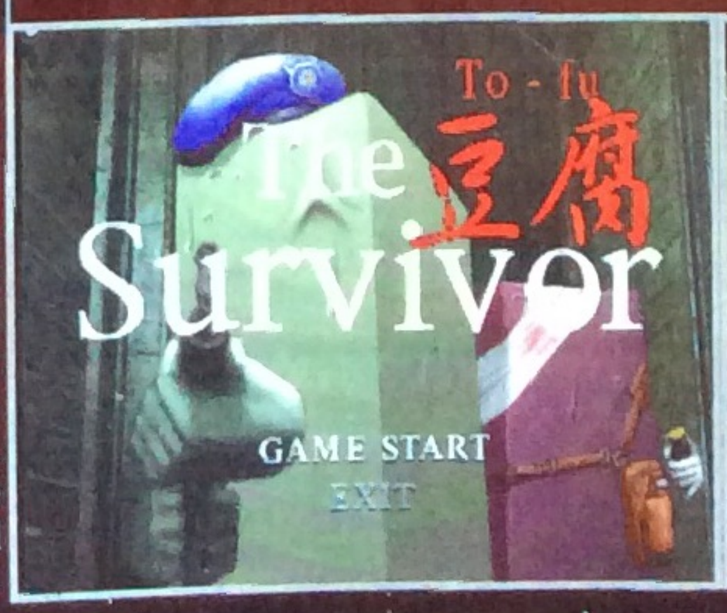


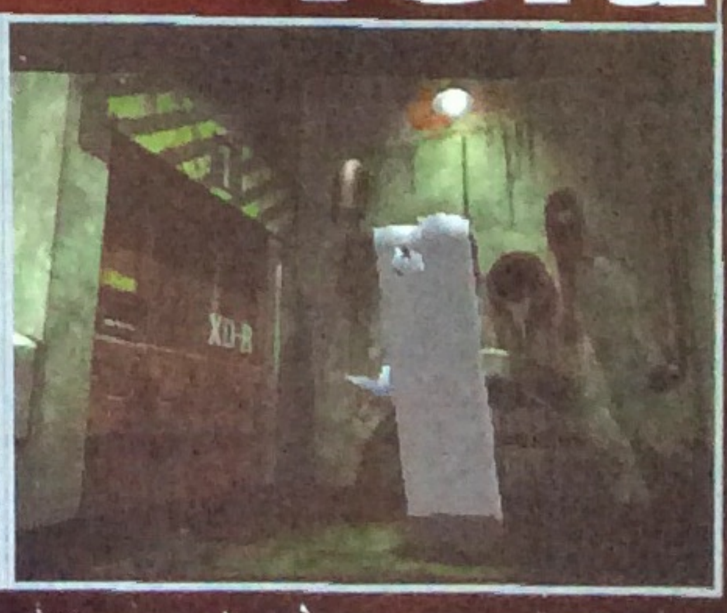


For those of with a pencant for horror, the test of real skill comes in a secret mini-game called "The 4th Survivor". Getting this secret requires you to finish any "R" scenario with a ranking of "S" (no saving, no health sprays and a very quick time). You play the role of an Umbrella agent trying to deliver the G-virus. Beware, for this mini-game is for those with true skills of survival horror.

Survivor Tofu

For the final secret, you'll play Umbrella's most secret agent... an agent with nerves of steel... an agent only wielding a knife... an agent made out of bean curd. To get the secret character Tofu, you must have the mini-game saved and finish all scenarios for a total of four times or more. The game will ask you to create a save file for the hero Tofu. Armed with only a knife and some nimbleness, Tofu also turns more red every time he gets hit.





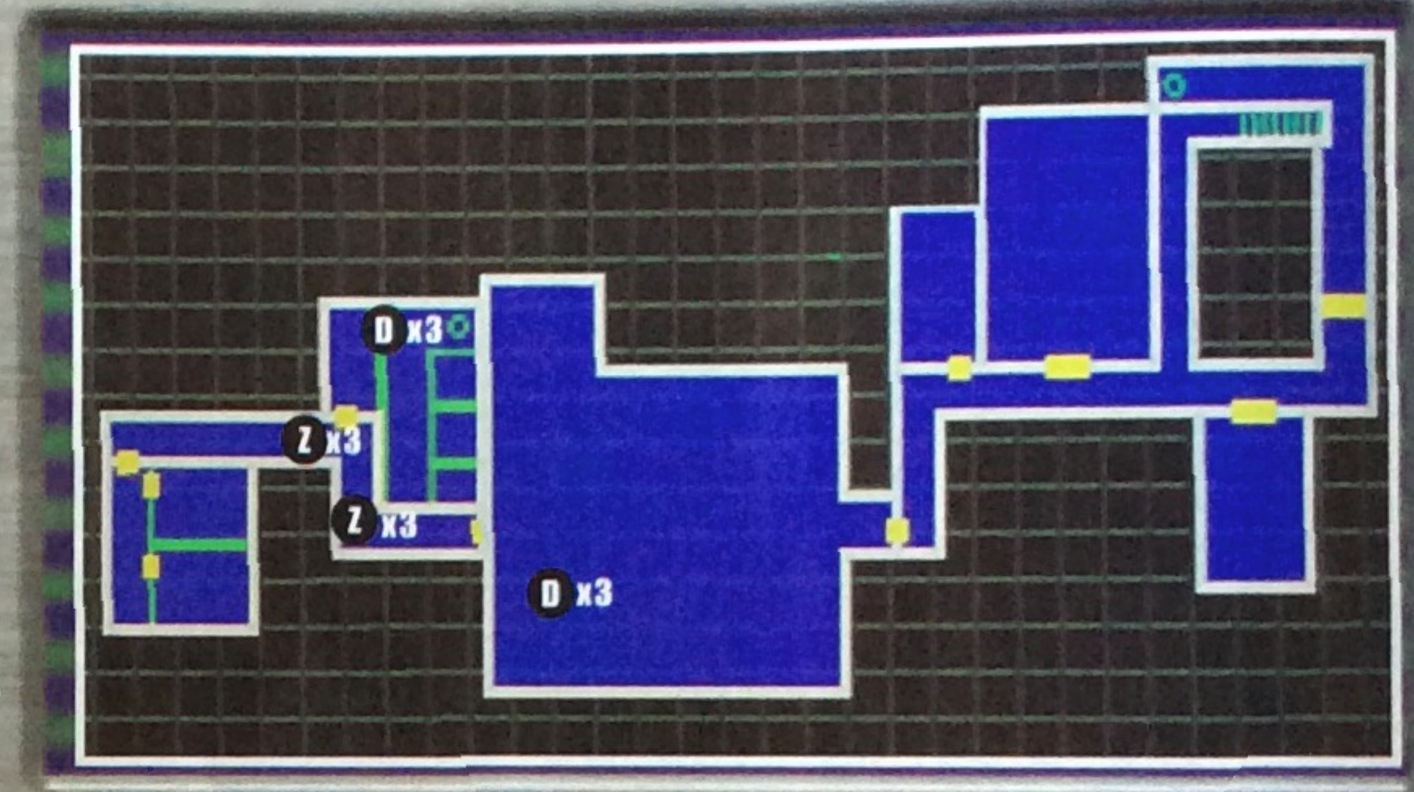
Sewage Disposal



Z Zombie

S Spider

R.P.D. Basement



Z Zombie

C Crow

D Dog

R.P.D. 1st Flr



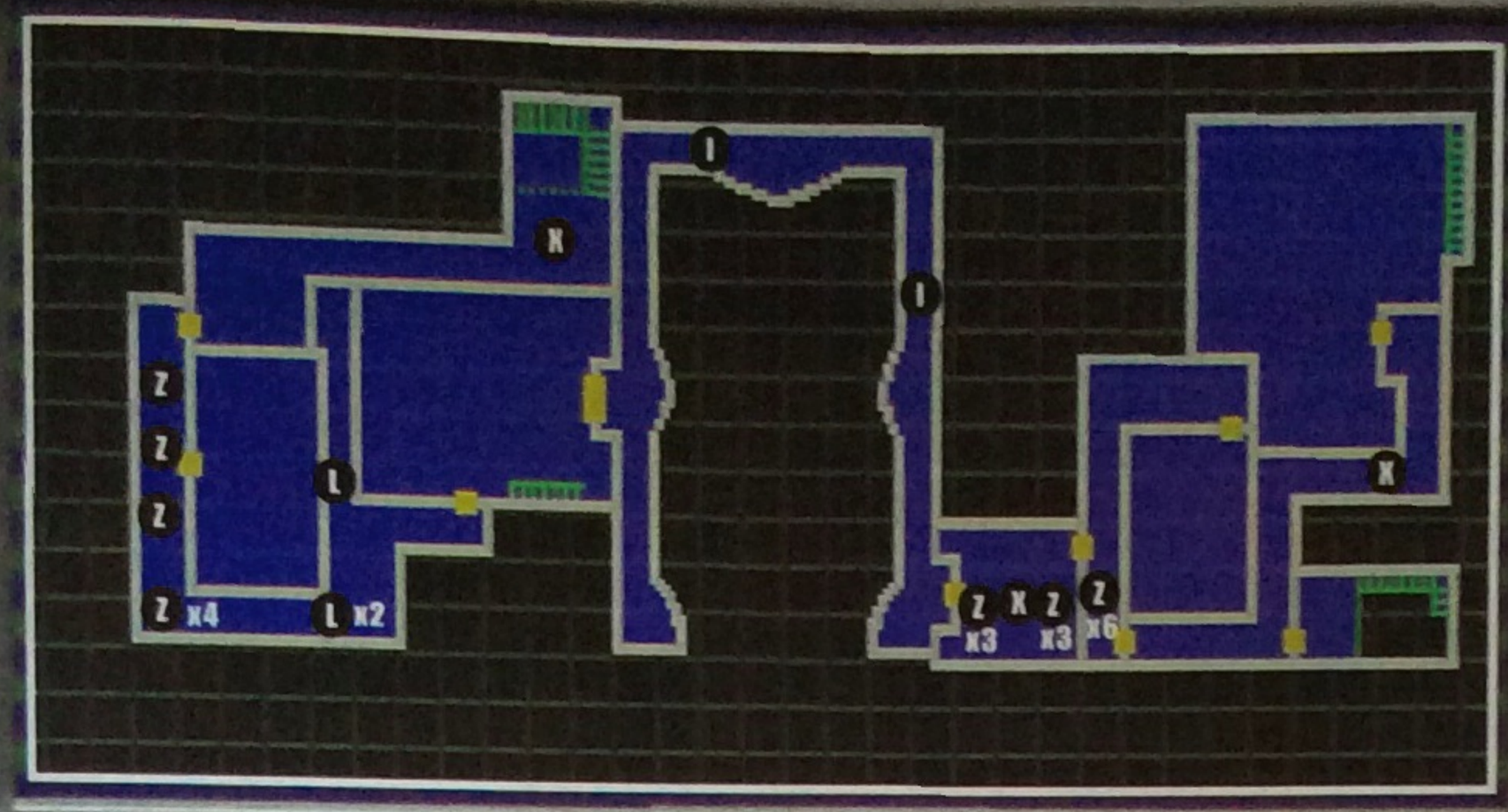
Z Zombie

S Spider

D Dog

I Ivy

L Licker



4th Survivor Walkthrough

If you've tried playing through the 4th Survivor before reading this, you'll know how difficult this mini-game is. Basically, you're given a finite supply of ammunition and health, then you're dropped into a real nightmarish Police Station. Enemies abound and with no extra health to be found, you must play smart and pass each room without being hit. This walkthrough will tell you when to run and hide.

Sewage Disposal



I prefer to play it safe and gun down every last one of these Zombies with the Hand Gun. You start with plenty of Hand Gun ammo; save the hardcore ammo for the later rooms where Hand Gun Bullets are ineffective.



Pop the Zombie straight ahead of you with the Magnum, then walk forward hugging the wall to Hunk's left. Bait them (stand still) until the Zombie in the back begins to move, then run by them to the left.

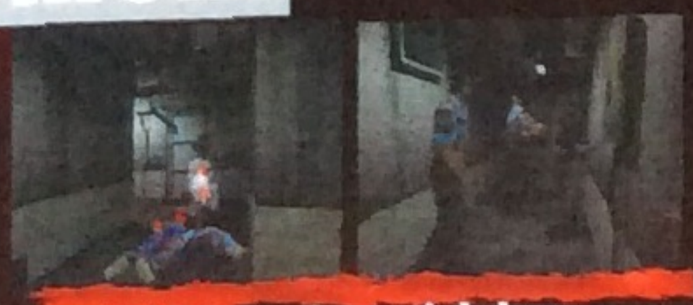


Wait patiently for this first spider to approach you after rounding this corner. Then put a cap in it with your Magnum for an instant kill. Run by the second arachnid and take the ladder up.

R.P.D. Basement



Before entering this room, hold the run button down and be moving forward, go straight, then around the corner without stopping.



You'll have to be quick here, because there's two flaming Zombies chasing you from around the corner. Execute the two face-down Zombies with a single blast from the Shotgun. Then run by the remaining two.



Run as soon as you enter the garage. Step right, then weave back and forth as you make your way to the exit. The dogs are faster than you, so dodge from side to side when they leap at your exposed back.

R.P.D. 1st Floor



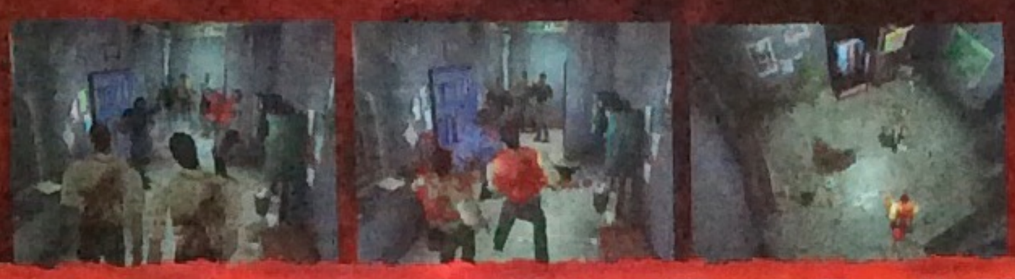
Don't be tempted to run by this scavenger pack. Just shoot straight ahead where you stand. One Hand Gun bullet will kill a crow instantly. Then walk to the corner and shoot down the hall until the screeching has stopped.



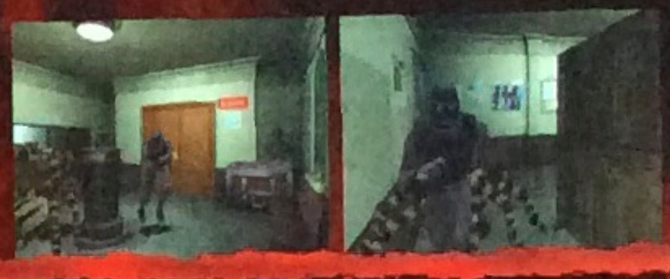
At the top of the stairs, you'll encounter three dogs in a narrow hall. Splatter the closest one with a single Magnum bullet. Then use your Hand Gun to down the remaining two. Don't even take a step.



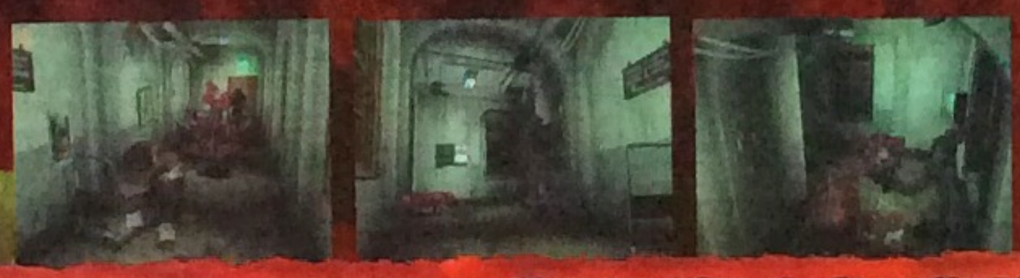
Kill the first Zombie with your Hand Gun, then finish off the two Zombies closest to the door when you enter the East Office. From there, run around the right side of the screen to avoid the mob on the other side of the table.



This room is tricky, since you start next to seven Zombies right away. Kill the solo Zombie in front of you with either the Magnum or Shotgun. Then, knock down the two to Hunk's right with a Shotgun Blast. Run by them when they're down, and finish off the rest with your Hand Gun from the vending machine area. Watch out for that Zombie's top half!



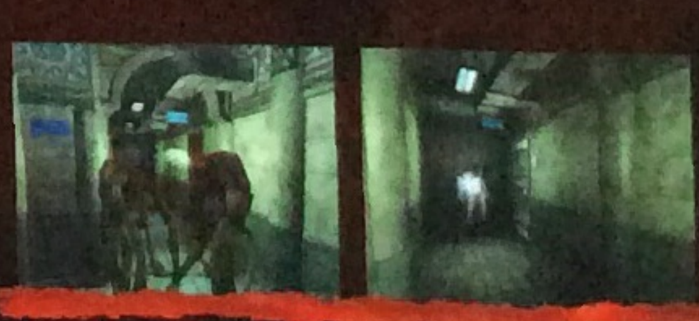
Cross the Main Hall and enter this storage room. Wait near the column in the center. When the first spider goes around the left, run by it to the right. You can also run around the second spider and out the door.



A single Magnum bullet at point blank range will still the first Licker you come across. Then, walk to the corner as shown and just stand there. The first Licker will walk right by you. As soon as you see the second appear, run right between the two and out the door.

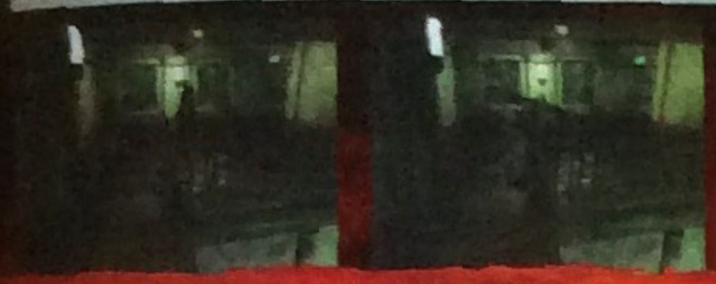


The Ivy in the Hallway are incredibly dangerous. Remain patient and keep pumping Hand Gun Bullets into them (you'll need about 15 to kill one). Stay well back from their poisonous spit (the screenshots show the safe distance to stand).



As soon as you appear in the next hallway, be running and turn to the right to avoid that poisonous spit. From as far back as the steel door, point your Shotgun straight down the hall and five shots later, the two Red Ivy will be dead.

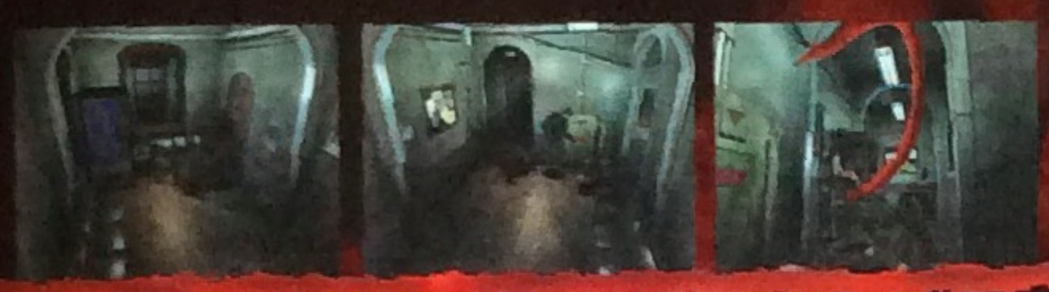
R.P.D. 2nd Floor



Stand still in this corner (baiting) Mr. X until he reaches the point in the first screenshot. Then run towards the stairs and around him. You shouldn't get hit if you do it right.



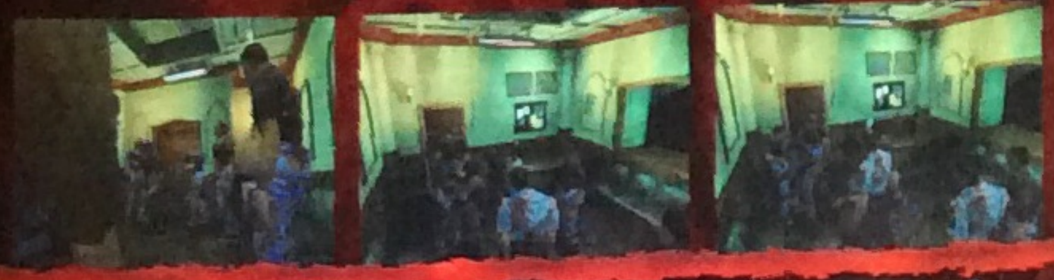
Bait the initial two Zombies by standing as pictured at the far left. Then run by them to the right when they get close. The second half of this room is a narrow tightrope walk. Note: WALK, don't run through this group of slumbering flesh eaters. Watch your step. You can also take the non-finesse route and shoot everyone with your Hand Gun.



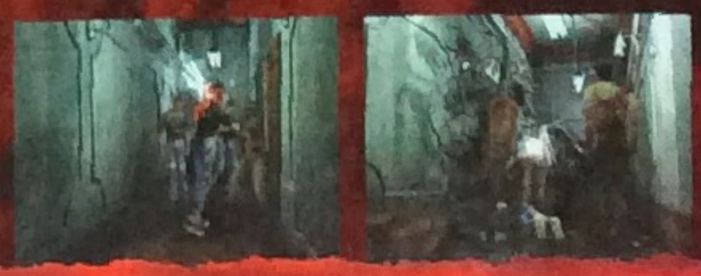
This room is filled with three Super Lickers. Don't try to fight because you'll just get thrashed. Stand dead still as soon as you enter and wait till the first Licker comes up to your feet and assumes the stance (which means a tongue lash is coming), then make a break for the door to your right. If you've got skills, you'll be able to split the two other Super Lickers without a scratch.



Like the previous pair of Ivy you faced, these are incredibly deadly if you fight at close range, so pump 15 Hand Gun bullets (at least you found a use for them) into them from long range. Use the screenshots as guides.



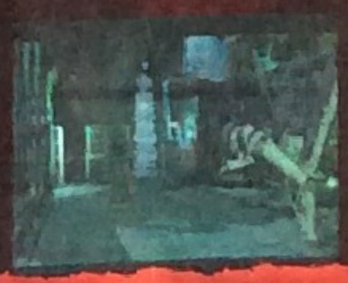
As soon as you enter this room, be running and you'll make it to the center unscathed. Veer slightly to the left and intentionally get grabbed by the second Zombie from the door. Don't shake him off right away. Let the others get close, then your shrug should knock everyone down, opening a clear avenue to the door.



Aim your Shotgun up to blow up the first Zombie's head instantly. Then run to the left and finish off the remaining Zombies with the Helicopter at your back.



Last room! Mr. X is the only entity barring you from freedom. Try to run by him, and he'll clock you once, then run around him as he tries to double-axe handle you in slow motion. Then you can run past or use your remaining ammo to take him down...



When you reach the roof, Hunk will light a flare signalling the rescue helicopter. You did it! Congratulations, you've survived the 4th Survivor minigame. Now, have you seen Tofu?